

USER'S GUIDE

ShowOff



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 **Broderbund**®

SHOWOFF

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INTRODUCTION

ShowOff is an easy-to-use program that lets you select, assemble, and display professional looking screen images in minutes. Never before has it been so easy to produce effective presentations. You can create a slide show for your computer, print your creations on paper, or make transparencies for an overhead projector with equal ease.

ShowOff provides everything you need to create your own:

- Lecture demonstrations
- Story boards
- Self-running slide shows
- Reports
- Visual aids
- . . . And much more!

Anyone can use the hundreds of images supplied with ShowOff to create screen slides or printed pictures that might take weeks for an art department to produce. ShowOff requires no particular knowledge of computer programming or graphics, no artistic training. Just point and click and ShowOff does the rest.

USING THIS MANUAL

This manual is your complete guide to the capabilities of ShowOff. The first chapter, "Using ShowOff" tells you what you will need in order to use the program, and how to get started. Then there's a brief overview of ShowOff's functions and a hands-on guided tour. In the guided tour you will assemble your first ShowOff frame using a background, border, icons, and text.

Chapter 2 is a detailed description of the functions available in the Frame Editor. Here you will find everything you need to know in order to design and create your own ShowOff frames.

In chapter 3 you will learn how to use the Icon Editor to create your own icons or modify the icons supplied with ShowOff.

Chapter 4 describes the Sequence Editor where you will arrange your frames into an organized, coordinated slide show.

The Label Editor, described in chapter 5, lets you design and print your own custom labels for your data disks and self-running slide show disks.

Chapter 6 is filled with suggestions and examples to guide you in planning, creating, and printing your own presentations.

Chapter 7 and Chapter 8 provide a quick reference to the library of icons and borders included with ShowOff.

In no time at all, you'll be making dazzling presentations just like an expert. In fact, you'll be an expert! So without any delay, let's get started. . . .

Welcome to ShowOff!

WHAT YOU WILL NEED

- Apple IIgs with at least 512K memory and a double-sided disk drive.
- TV or Color monitor
- A mouse.
- Blank disks for saving icons and slides you create

Optional:

- Printer (refer to the ShowOff package for a list of printers you may use with this program)
- Pinfeed paper or Acetate.
- Color ribbons

STARTING SHOWOFF

To start ShowOff, simply insert the program diskette into your startup drive, turn on your monitor and switch on your Apple IIgs. The program will load and after a few moments, the title screen will appear. A few moments later the menu bar will appear at the top of the screen, and a toolbox on the left side of the screen.

OVERVIEW

Using ShowOff you will be able to produce your own colorful, contemporary visual aids in minutes. Professional looking overhead transparencies, on-screen "slide shows," even posters and handouts are equally easy. ShowOff even helps you control a 35mm slide projector and make it part of a multimedia presentation.

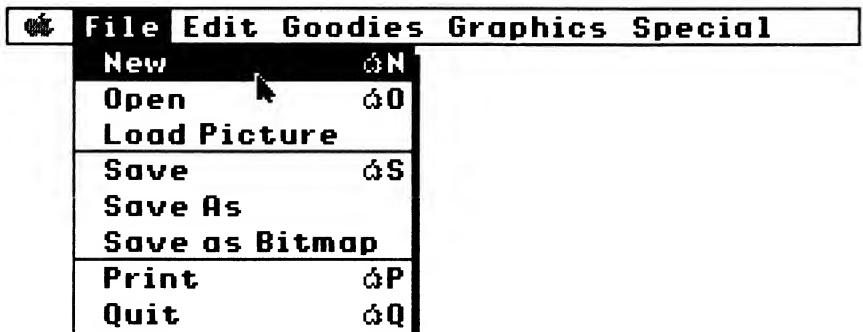
ShowOff is fast. You can build a complete transparency or "slide" in less than two minutes using ShowOff's pull-down menus and a mouse. A library of over 380 custom graphics and 144 borders is at your disposal. You can create your own graphics in ShowOff's icon editor or import graphics or pictures from other programs. Everything you need is right here.

ShowOff is foolproof. Your transparency or "slide" always turns out exactly the way you expect it to, because what you see on your screen is just what you get. You can move things around until they are right where you want them, and if you want to change things later, that's easy too. Visual aids cost pennies to create with ShowOff, so you never have to settle for something you don't really like because it would take too long and cost too much to change it.

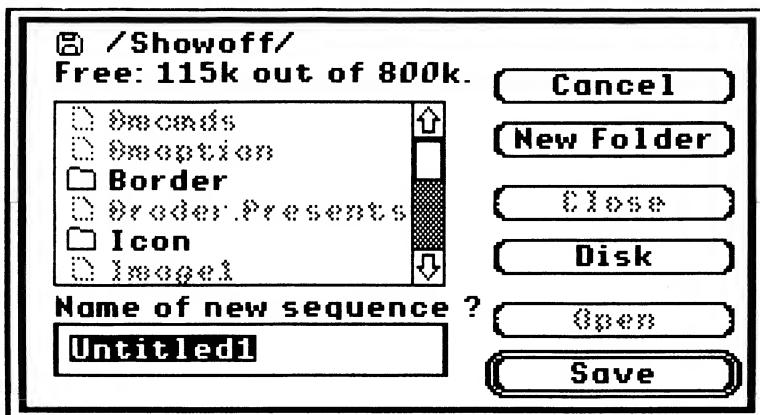
ShowOff is fun. Creating visual aids used to be drudgery. Now ShowOff makes it fun as well as easy. Your presentation is more enjoyable too, for you as well as for your listeners. The gradeschool class, the scout troop, and the service organization will learn faster and have more fun. Business meetings will be more convincing. You will feel more confident and your ideas will be easier to understand. Good visual aids make any presentation more effective. now turn the page to start a guided tour of ShowOff and add to little showmanship to your next presentation.

A GUIDED TOUR

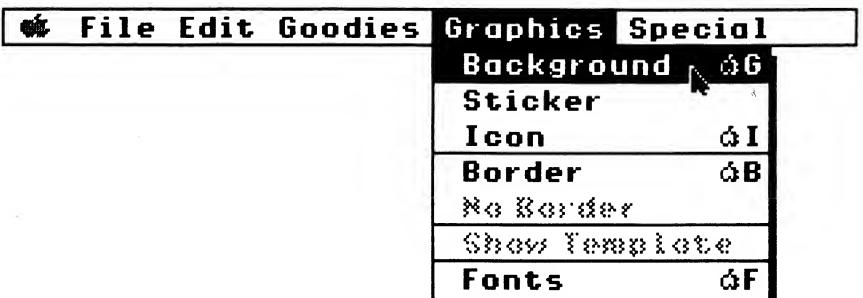
When you have started ShowOff as described above, you are ready to create your first screen. Insert the Data Disk and open the File Menu by pointing to the word "File" with the cursor, pressing and holding the mouse button. Select the option "New" in the File Menu by dragging the highlight to it and releasing the mouse button.



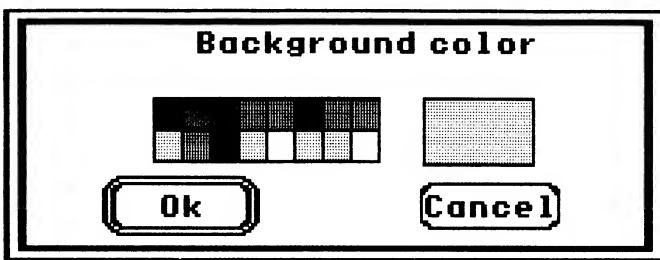
A dialog box will appear, with the name of your disk and the amount of available storage space. At the bottom left of the window, under "Name of new sequence?", the name **Untitled1** will appear. Just type in a name for the new sequence you are going to create and press **Return** (or click on **Save**).



Now, let's create a frame: Pull down the Graphics Menu and select "Background".



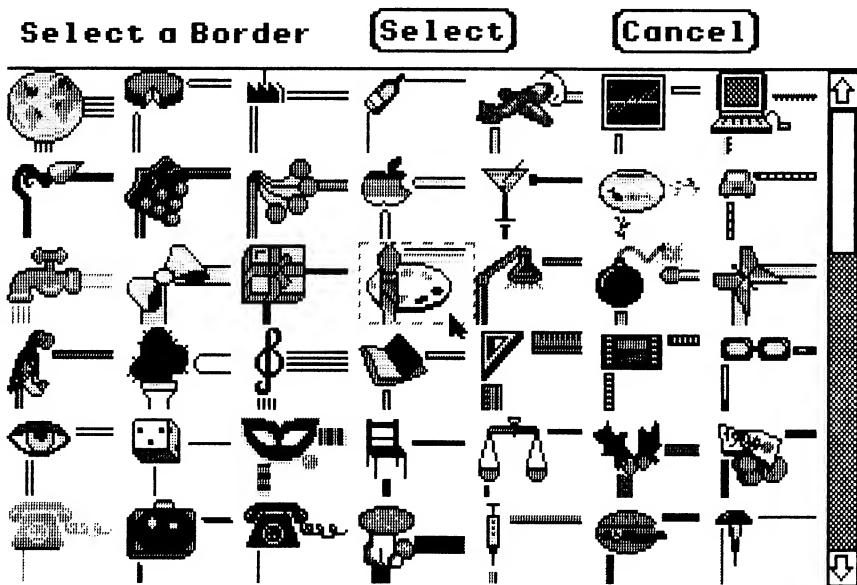
A window will appear with the palette of 16 colors you may choose from.



1.

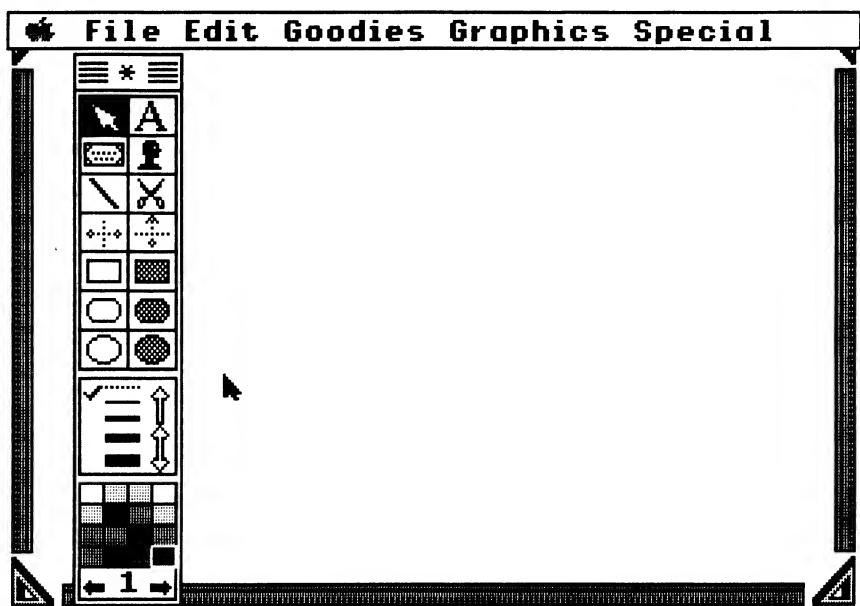
Use the mouse to move the cursor to the light grey square in the palette and select it by clicking the button. The chosen color will be displayed in the square at the right of the window. Click on “OK” to confirm your choice. ShowOff will change the background color to the one you have chosen. You can now complete your frame with all the custom features included in ShowOff.

First, let's put a border around the screen. Select “Border” in the Graphics Menu. On your screen, a selection window will appear, showing 42 borders. You can see more choices by clicking on the arrows in the scroll bar at the right side of the screen.



Select a border by pointing at it with the cursor and clicking the mouse button, then click on “Select” to confirm your choice.

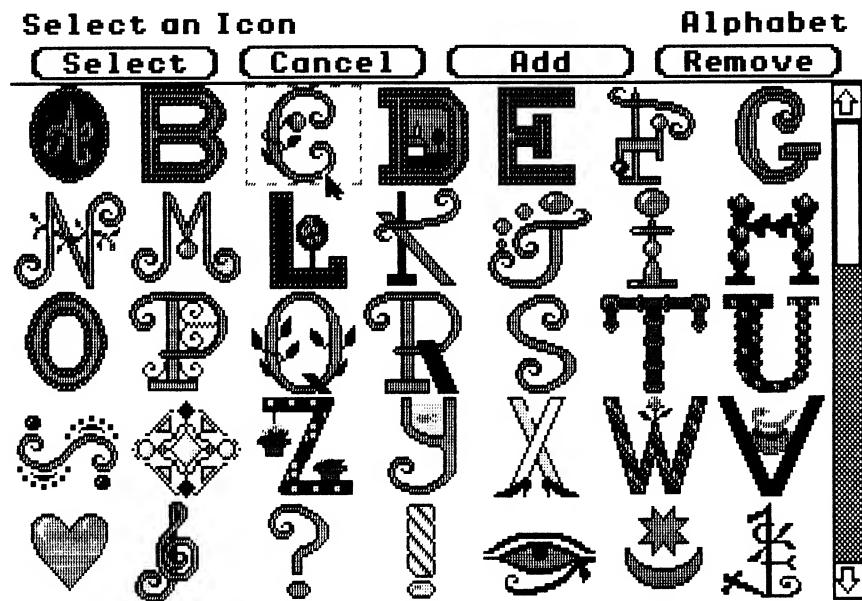
The chosen border will automatically be displayed on the screen.



Now press the **space bar** to see the full screen. When you have examined your frame, press the space bar again to return to the Frame Editor.

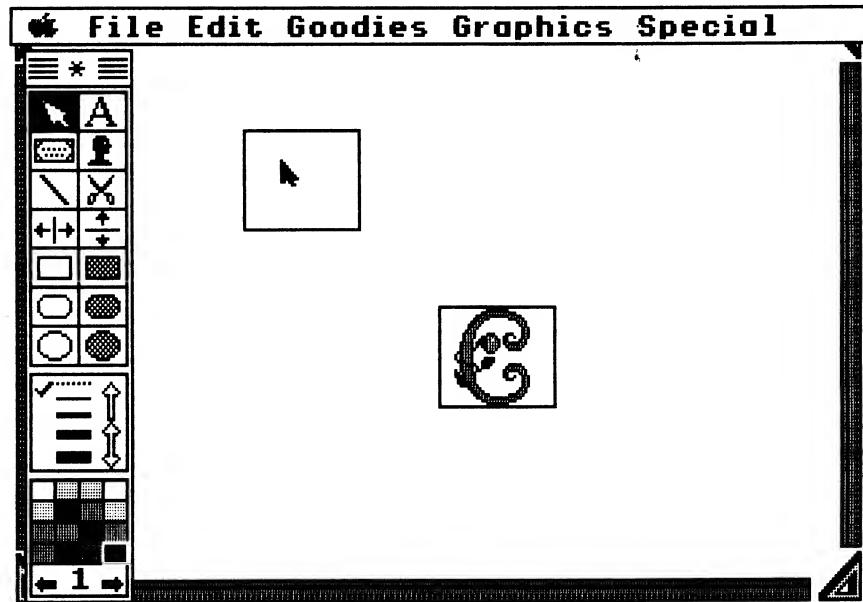
1.

Next, we'll put a graphic object into the frame. Select "Icon" in the Graphics Menu.



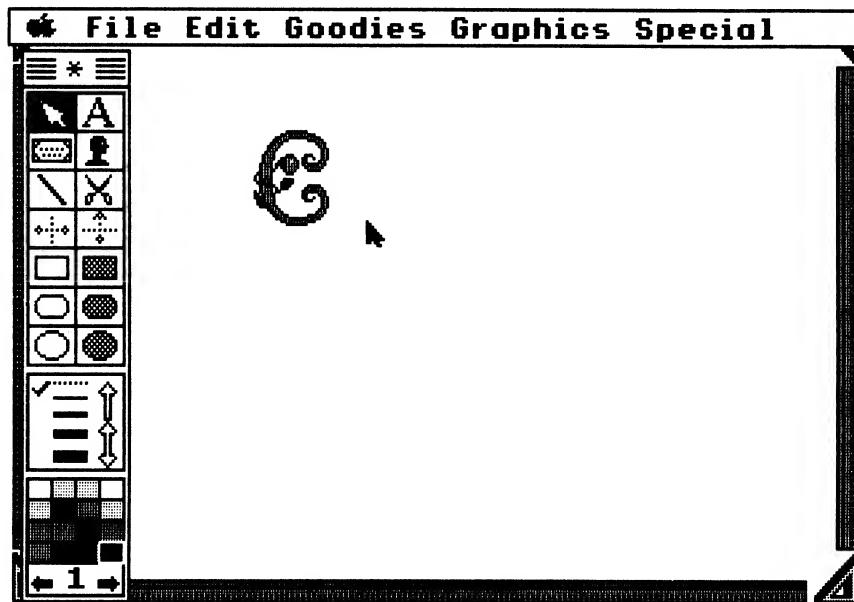
A window will appear on the screen with a selection of 35 icons. Notice that the word "Alphabet" appears in the upper right corner of the screen. This is the name of the Icon Library page you are viewing. You can browse through the library of icons in ShowOff by using the **scroll bar** on the right of the screen.

Using the mouse and the mouse button, select an icon and click on "Select" to confirm your choice. You will be returned to your working screen with the selected icon in the middle of the frame.



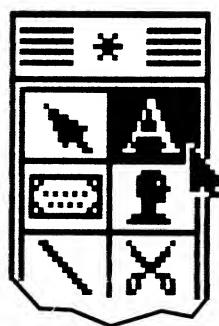
1.

To **move** the icon, point at it with the cursor, then click and hold the mouse button while dragging the mouse until the icon is where you want it. Release the button and the icon will be set in place.



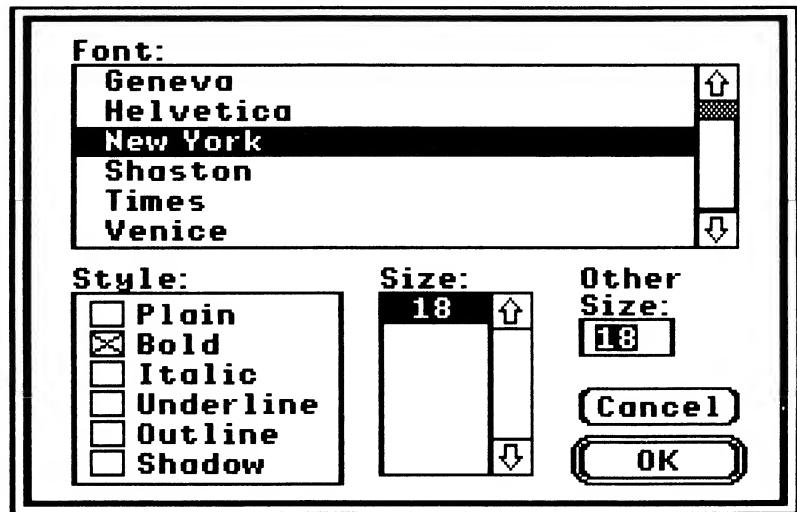
You may repeat this procedure as many times as you wish and place as many icons as you want on the screen.

Now let's use the **Toolbox** displayed at the left of the screen. Move the cursor to the upper right corner of the toolbox and select the "A" square.



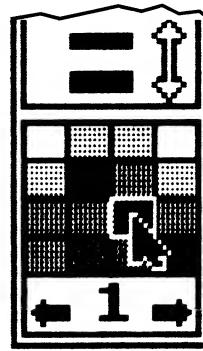
1.

Now pull down the Graphics Menu and select “Font”. A window with all the fonts, sizes and styles available will appear on the screen.



Select “New York” in the Font window, “Bold” in the style window, and “18” in the Size window. Click on “OK” to confirm your selection.

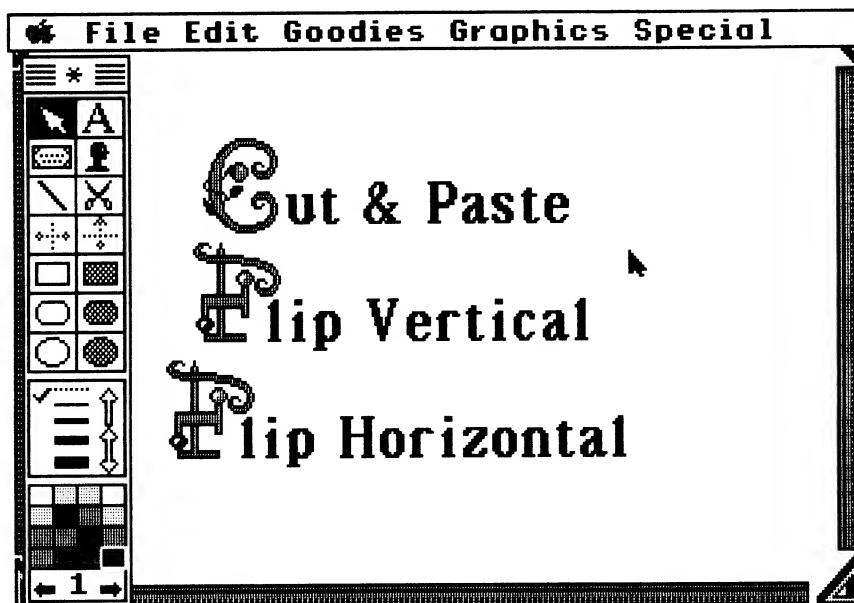
Finally, you can choose a color for the text by moving the mouse to the lower part of the toolbox and selecting the color you want to use for your message.



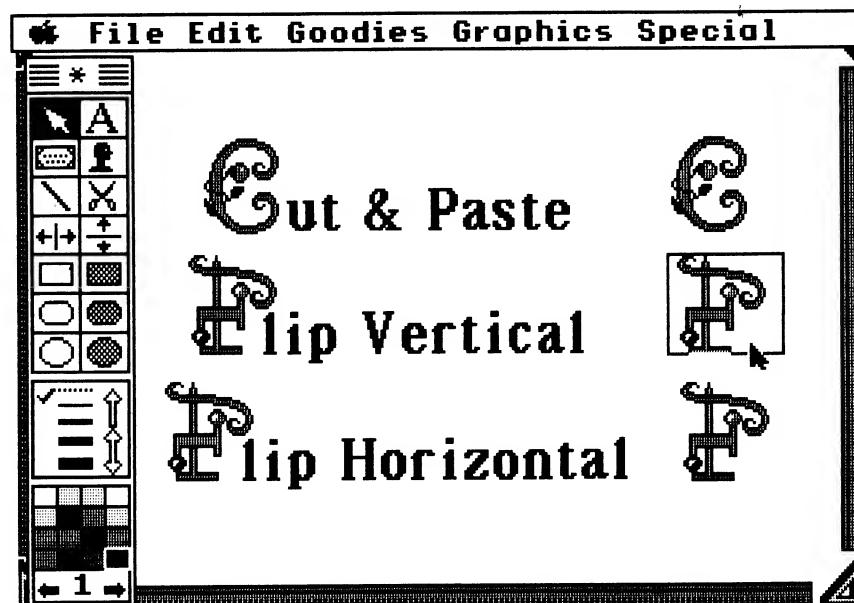
To actually write your text on the screen, move the cursor with the mouse and click on the spot where you want your message to start.

1.

Then type the sentences shown in the picture below. Press **Return** when you have finished each sentence, then select the “A” square again to type the next text.

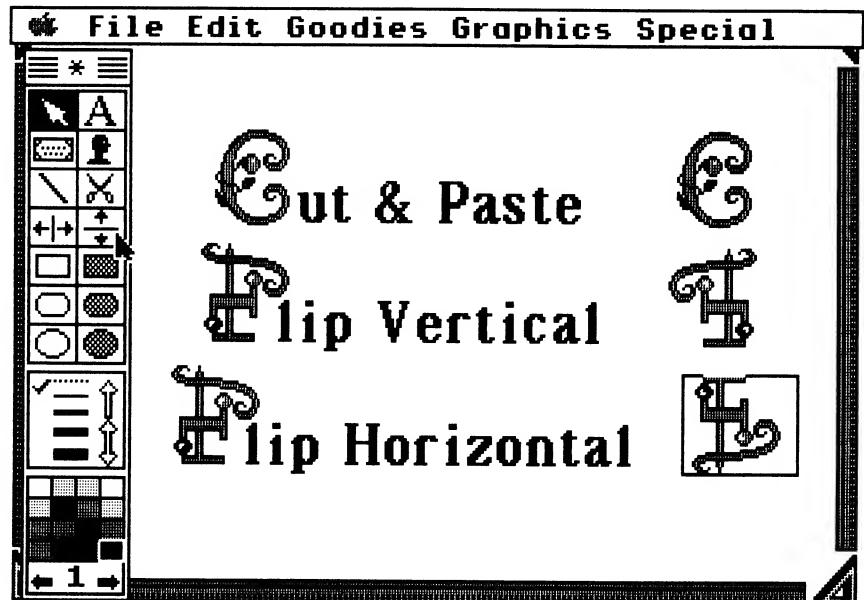


Point to your icon and click the mouse button to select it. Now pull down the Edit menu and click on “**Cut**”. Your icon disappeared! Don’t worry, it hasn’t been lost. ShowOff is keeping it in memory for you. Pull down the Edit menu again, and this time click on “**Paste**”. Your icon is right back where it was. Click on the icon and move it to another part of the screen, then select the Paste function again to make a copy of your icon. You can also use “**Copy**” on the Edit menu instead of Cut to make duplicates of your icons without removing them from the screen. Continue making copies of your icons until you have a total of six on the screen, and arrange them so that one is at each end of each of the sentences you typed earlier.

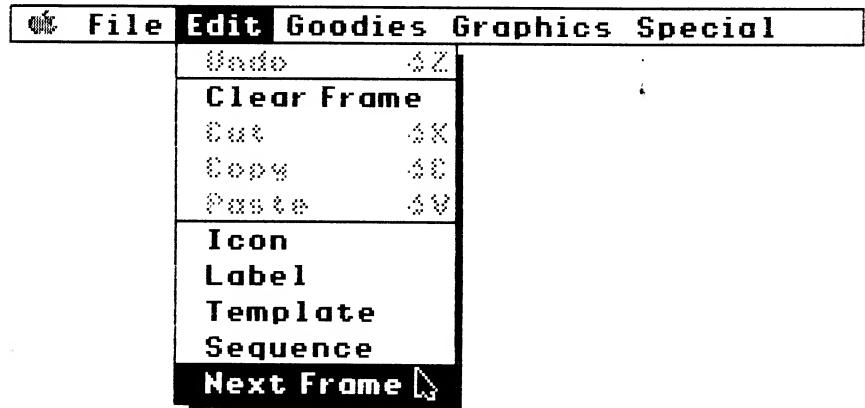


1.

Now select the icon to the right of the sentence “Vertical Flip”. Pull down the Goodies menu and click on “**Flip Vertical**”. Notice how the left and right sides of the icon have changed places. Next select the icon next to “Horizontal Flip”, then pull down the Goodies menu and click on “**Flip Horizontal**”. This time the top and bottom of the icon have been switched.



Your first frame is completed, and you are ready to move on. Pull down the Edit Menu and select “**Next Frame**”. This will record your work as the first frame of a sequence and present a blank screen for your second frame.

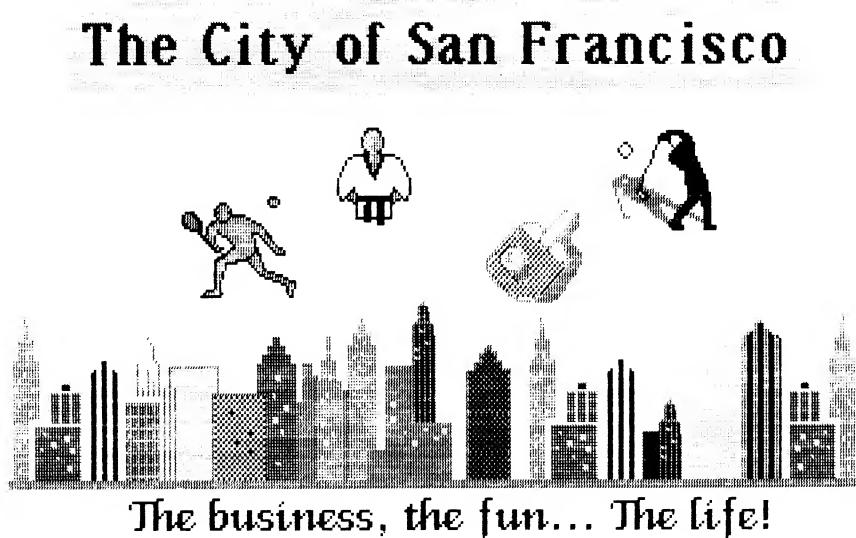


One of ShowOff's powerful features is the ability to import graphics from other programs. In this second frame you are going to use a full screen image created with a paint package. Select “**Load Picture**” in the File Menu. The standard ProDos dialog box will appear with the names of the available bitmap files on the disk.

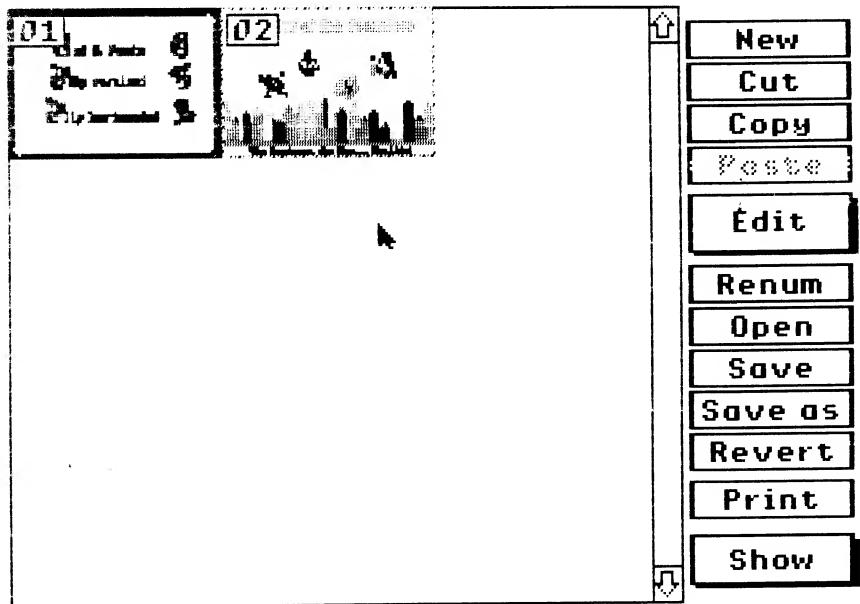
Select the picture named “Image1” by clicking on the name, and then on “**Open**”. ShowOff will load the picture and return to the Frame Editor.

1.

You will be able to add all of the ShowOff custom elements the same way you did with your first frame: borders, icons, and text.



Now that you have two frames to work with, it's time to edit your sequence. Select "Sequence" in the Edit Menu. A window will appear with your two frames in the upper left corner of the screen, and the editor's functions on the right side. You will also notice that each frame's number is in the upper right corner of its image.



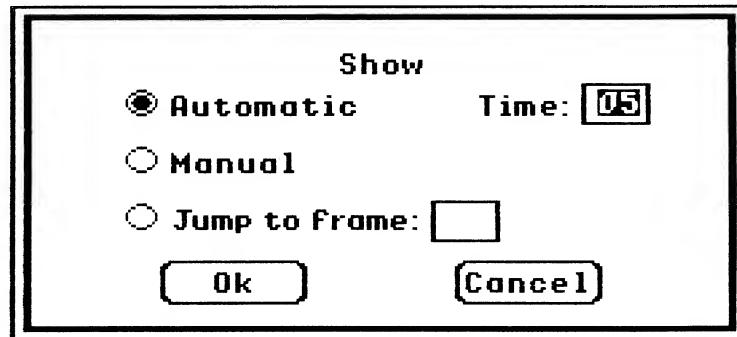
Note: If you want to go back to frame 1 to edit it (change some part of it), just click on the rectangle marked 1 and select **Edit**. You will be returned to the Frame Editor with frame 1 on the working screen.

1.

Select the option “Renumber” and the numbers will disappear. Click on the second frame (previously number 2) and a “1” will appear where there was a “2” before. Now click on the first frame, and a “2” will appear where there was a “1” before. Click on “Done” and the sequence will be re-ordered as you have just directed.

Now you should save your sequence to disk. Select “Save”, and your sequence will be saved under the name you gave at the beginning of this session.

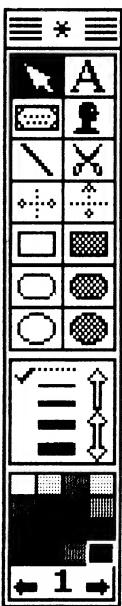
You will want to see the result of your work, so select “Show” in the Sequence Editor, and the following window will appear:



Select “Automatic” and click on “OK”, and the show will begin. (Note: You can select icons and move them on the screen during the show.) To quit the “Show” mode, press the “Esc” key.

You have just created your first presentation with ShowOff!!!

The Frame Editor is at the center of ShowOff. In the Frame Editor you will design and assemble the frames that make up your sequence.



THE TOOLBOX

Move



In addition to the pull-down menus in the Frame Editor, there is a Toolbox that provides the most frequently used procedures. Pressing the Space Bar will alternately display the Menu Bar and Toolbox and remove it from the screen. Many of the functions in the Toolbox are duplicated on the menus. Let's take a look at the tools.

When you select Move from the Toolbox, you can click on any object in the frame and drag it to a new location. This option is the default selection when you enter the Frame Editor. With this function, you can also select several objects to move at on time (see Selection and Priorities at the end of this Chapter). When an object is selected, small squares are displayed at the corners of the object. By clicking on these squares and dragging, you can adjust the size of many of the objects except the Icons and the Stickers.

Text



The Text option allows you to type text on the screen. The Font option in the Graphics Menu determines the appearance of the letters, and the color selection from the palette controls the color. You can change colors while typing and create multi-colored text on the screen. Once the text has been entered it is treated as a single object subject to all the manipulation possible with any object. If you select a text object and then click on a new color, all of the text will become the new color, even if it was multi-color before. Press **Return** or click on Move to end text entry.

Stickers



Clicking on Stickers in the toolbox will display the Sticker Selection Window. Click on any sticker to select it. Clicking on Select will take the selected sticker and return to the Frame Editor. If you decide not to select any stickers, click on Cancel. This option is duplicated on the Graphics menu and your options are further explained in that section. (See page 22)

Icons



Clicking on Icon in the Toolbox will display the Icon Selection Window. Click on any icon to select it. Clicking on Select (or double-clicking on the mouse) will take the selected icon and return to the Frame Editor. This option is duplicated on the Graphics menu and your options are further explained in that section. (See page 22)

Lines

Clicking on Lines in the Toolbox will allow you to draw lines on the screen. Place the cursor where you want one end of the line, press and hold the mouse button. Move the cursor to the other end of the line and release the button to draw the line. You can adjust the location of this end point while you hold down the mouse button since the line will not be set until you release the button. Lines that you have drawn are objects that can be selected, moved, cut or resized.

Cut

After selecting an object on the screen (by clicking on it), you may cut that object off the screen by using this option. Don't worry, the object is not totally lost, the program keeps it in memory until you use this function (or the Copy function) again. This option can also be activated by pressing "C" on the keyboard.

Flip Vertical

This option will allow you to flip a selected object (Icon, Sticker, or Business Graphics) around a vertical axis, as if you were using a mirror. This command exchanges the left with the right. This option is duplicated on the Goodies Menu.

Flip Horizontal

This option will allow you to flip a selected object (Icon, Sticker, or Business Graphics) around a horizontal axis, as if you were using a mirror. This command exchanges the top with the bottom. This option is duplicated on the Goodies Menu.

Hollow Shapes

Clicking on any of the three hollow shapes at the left of the Toolbox will allow you to put that shape on the screen. To draw one of the rectangles, place the cursor where you want one corner of the shape. Press the mouse button and hold it while you drag the cursor to the opposite corner. To draw an ellipse, imagine you are going to draw a rectangle that will just contain it, then use the same procedure as you would for the rectangle.

Filled Shapes

The figures are drawn in the same manner as the Hollow Shapes described above.

Note: If you hold the Command Key while drawing any of the shapes (lines, hollow shapes, or filled shapes), ShowOff will restrict the proportions of the shapes. The rectangles will produce perfect squares, the ovals will draw perfect circles, and the lines will be horizontal, vertical or at a 45 degree angle.

Arrows

When you click on the arrow pointing up, the lines you draw will have an arrow head at the last point you set. When you select the arrow with two points, both ends of the lines you draw will have arrow heads.

Line Width

The five lines of different thickness set the width of the lines you draw and the borders of your filled shapes. If you select the dotted line, filled shapes will have no borders.

Colors

The color palette allows you to select from the sixteen available colors for your text, lines and shapes. Select the object whose color you want to change, then click on the color that you want in the palette. To change the border color of a filled shape, press the Command key while clicking on the new color.

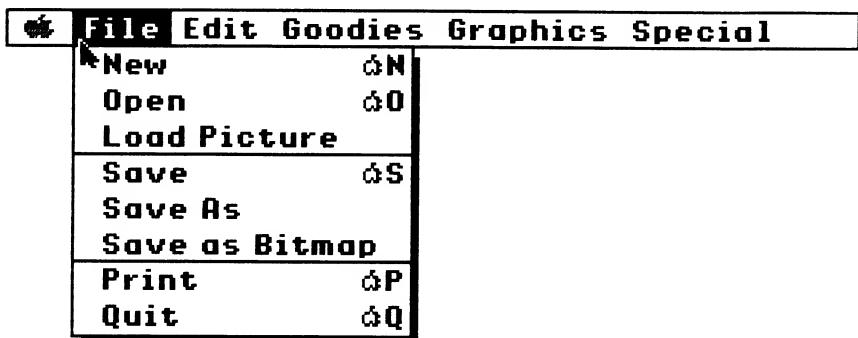
Frame Number

The number of the frame you are working on always appears at the bottom of the Toolbox.

Previous/Next Frame

If you click on the arrow to the left of the frame number, the frame you are working on will be stored, and the previous frame in the sequence will be loaded for you to edit. If you click on the right arrow, the frame you are working on will be stored and you will be able to work on the next frame in the sequence.

THE FILE MENU

**New**

Selecting this option will allow you to create a new sequence. ShowOff is designed to help you create elaborate presentations that may contain many frames. You will not need to give a name to each frame you create, a single name will apply to the whole sequence. This option can also be activated by pressing “**⌘N**” on the keyboard. A dialog box will appear asking if you are sure you want to clear all current work. Any frames currently in memory will be cleared.

Note: You will need blank disks for all your data storage. Do not forget to format a disk with Mouse Desk before starting the program.

Open

Clicking on this option will allow you to load a previously designed sequence. A dialog box will appear on the screen, showing the name of the disk and all the files it contains. By clicking on the arrows, you will be able to read through the list of files. To open a sequence, just click on the name and then on OPEN. (Clicking twice on the name will have the same effect). This option can also be activated by pressing “**⌘O**” on the keyboard.

Load Picture

If you want your frame to include a very detailed picture designed with a paint package, this option will allow you to load drawings from the popular paint programs available for your Apple IIgs. When the standard dialog box appears on the screen, just select the name of the picture and click on OPEN or double-click with the mouse button.

Save

Clicking on this option will allow you to save the sequence you are working on. **Do not switch off your Apple IIgs before saving your work, as you could lose all or part of your sequence.** This option can also be activated by pressing “**⌘S**” on the keyboard. It is a good idea to save your work in progress frequently to avoid accidental loss.

Save As . . .

If you want to save the sequence you are working on under another name (or if you want to create a backup of the sequence), select this option from the File Menu. When the standard dialog box appears on the screen, just type in the new name for the sequence and press RETURN or click on SAVE.

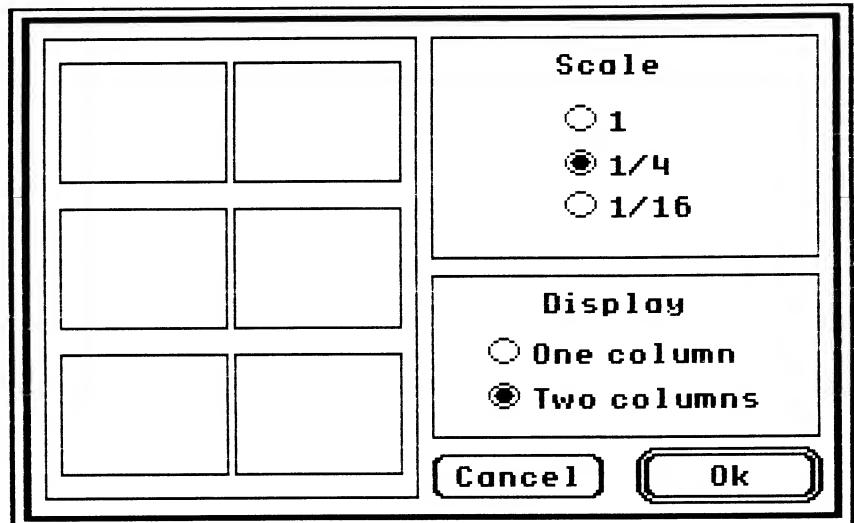
Save as Bitmap

Selecting this option will allow you to save the screen you are working on as a picture to be used by the most popular paint packages available for your Apple IIgs. The standard dialog box will appear on the screen showing the name of the disk, the space available, and the names of all the files on the disk. Just type in the name of the picture you want to save and press RETURN (or click on SAVE).

2.

Print

Clicking on this option will allow you to print the frame displayed on the screen. You can even print your whole sequence if you wish. The following dialog box will appear on the screen. This option can also be selected by typing “**GP**”.



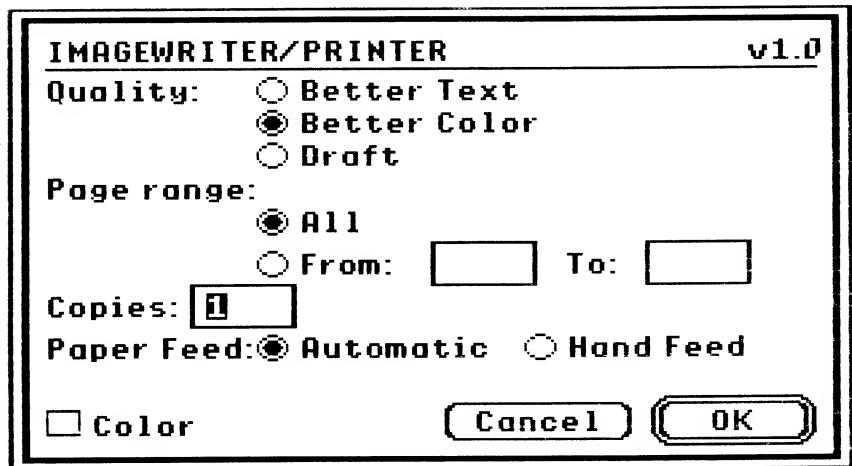
Scale 1: This option will print the frame or sequence full size.

Scale 1/4: This option will print a reduced image. (It is the default option when you click on Print in the File Menu of the Frame Editor.) Selecting “One Column” will print a $\frac{1}{4}$ size screen at the upper left corner of the page. Selecting “Two Columns” will print six $\frac{1}{4}$ size screens from your sequence on each page if that many frames have been selected for printing.

Scale 1/16: This option will print $\frac{1}{16}$ size screens. Selecting “One Column” will print a single column of six frames per page, while selecting “Two Columns” will print two columns of twelve frames.

CANCEL: Click here if you decide not to print after all. You will be returned to the Frame Editor.

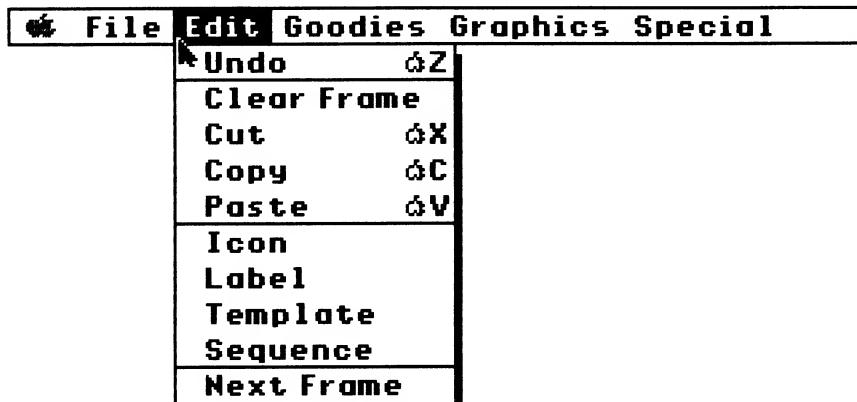
OK: Click on this box when you are satisfied with your selection and the following print box will appear.



Quit

Clicking on this option will leave ShowOff and return you to the Apple IIgs system. If you have not saved your work, an alert box will appear asking if you want to save your current work before quitting the program. This option can also be activated by pressing “**GQ**” on the keyboard.

THE EDIT MENU

**Undo**

Clicking on this option will return your frame to the way it was before the last function used. This option can also be activated by pressing "Command-Z" on the keyboard.

Clear Frame

This option will allow you to clear the screen. An alert box will appear asking you if you really want to erase all the objects on the screen.

Cut

After selecting an object on the screen (by clicking on it), you may cut the object off the screen by using this option. Don't worry, the object is not totally lost. The program keeps it in memory until you use this function again. (Or until you use the Copy function.) This option can also be activated from the Toolbox or by pressing "Command-X" on the keyboard.

Note: If you use the CUT command twice, the first object will be lost. ShowOff keeps only the most recently cut object in memory.

Copy

This command will make a copy in memory of a selected object, without removing the object from the screen. You use this command in the same way as the CUT command, but the selected object stays on the screen. This option can also be activated by pressing "Command-C" on the keyboard.

Paste

After Cutting or Copying an object, you can use this command to paste the object to a desired spot on the screen. This option can also be activated by pressing "Command-V" on the keyboard.

Icon

Even though ShowOff includes a huge library of icons, you may wish to modify the graphics provided with the program or to create your own graphics (for a company logo, a presentation on a very special topic, etc . . .). ShowOff allows you to use your talents in the Icon Editor. Selecting Icon in the Edit Menu will allow you to modify a selected Icon or even to create one from scratch. You will find much more information on this option and a detailed explanation of the editor's features in Section 3 of this manual: THE ICON EDITOR.

Label

Clicking on this option will allow you to use all the custom graphics functions of ShowOff to design and print disk labels for your Data or Autorun disks. You will find much more information on this option and a detailed explanation of features in Section 5 of this manual: THE LABEL EDITOR.

Template

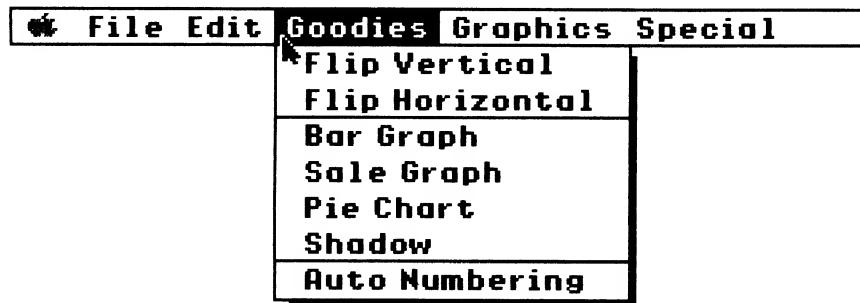
The template function allows you to create a background picture that is automatically repeated in all the frames of your sequence. All the functions available in the Frame editor are available to create the Template (Background, Borders, Icons, Stickers, Shapes, Graphs, etc . . .). After completing your Template, just select Frame in the Edit menu and you will be returned to the Frame Editor. The template will be displayed as a background image behind all the frames of your sequence. You can modify your template at any time by choosing the Template function again. Your changes will be automatically repeated throughout the sequence.

Sequence

Selecting this option will transfer you to the Sequence Editor where you will be able to edit and rearrange the frames in your sequence. You will find much more information and a detailed explanation of the editor's features in Section 4 of this manual: THE SEQUENCE EDITOR.

Next Frame

Clicking on this option will allow you to begin working on the next frame in your sequence.

THE GOODIES MENU**Flip Vertical**

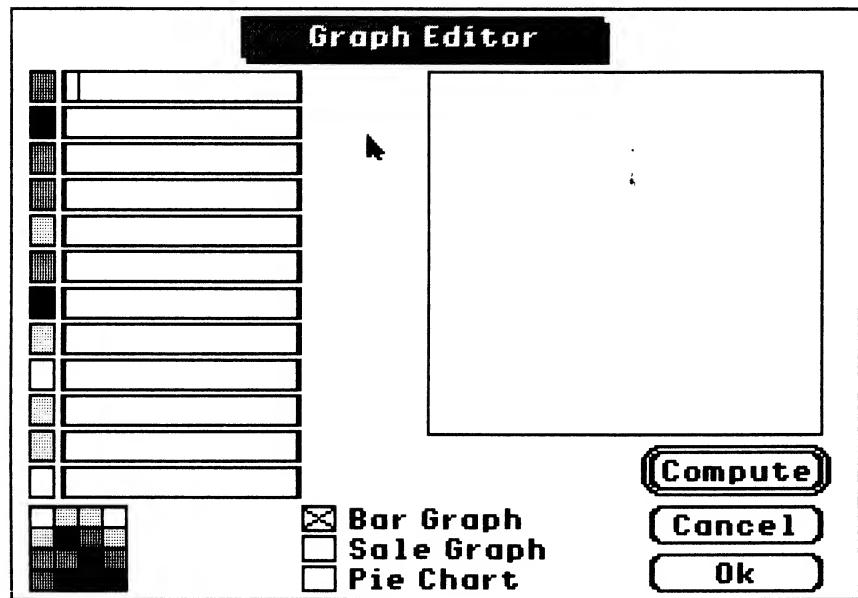
This option will allow you to flip a selected object (Icon, Sticker, or Business Graphics) around a vertical axis, as if you were using a mirror. This command exchanges the left with the right.

Flip Horizontal

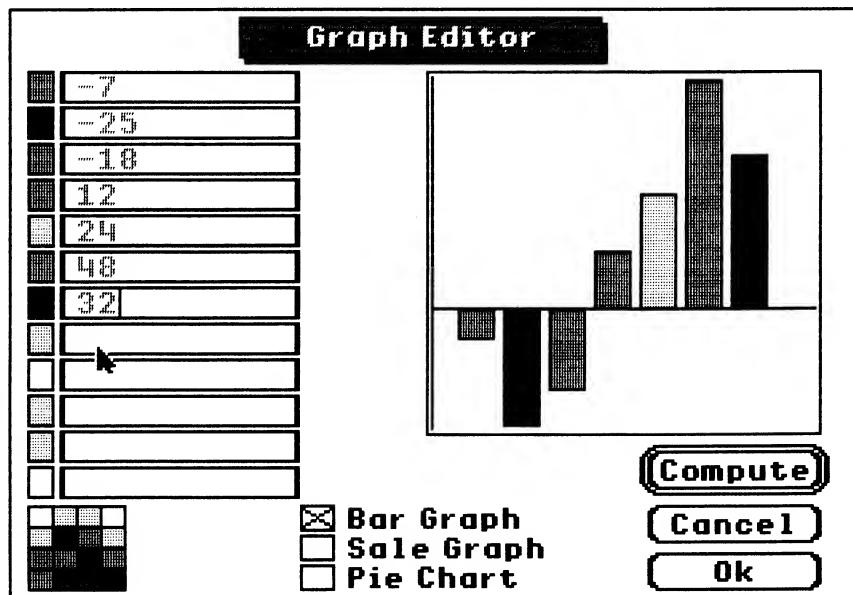
This option will allow you to flip a selected object (Icon, Sticker, or Business Graphics) around a horizontal axis, as if you were using a mirror. This command exchanges the top with the bottom.

Bar Graph

Clicking on this option causes the Graph Editor Window below to be displayed.



On the left part of the screen, you may enter up to 12 numbers (positive or negative). Use the mouse or the "Tab" key to move the cursor to a new line. Click on "Compute" or press Return, and ShowOff will draw a graph of your numbers on the right side of the screen. You can modify any value and ask for a new computation. You can even change the colors of the bars by using the palette at the bottom of the screen. When you are satisfied, click on "OK" and you will be returned to the Frame Editor with the Bar Graph on the screen. Graphs are objects that can be resized or manipulated just like any other object. (You can also change the color and width of the lines using the Toolbox.)

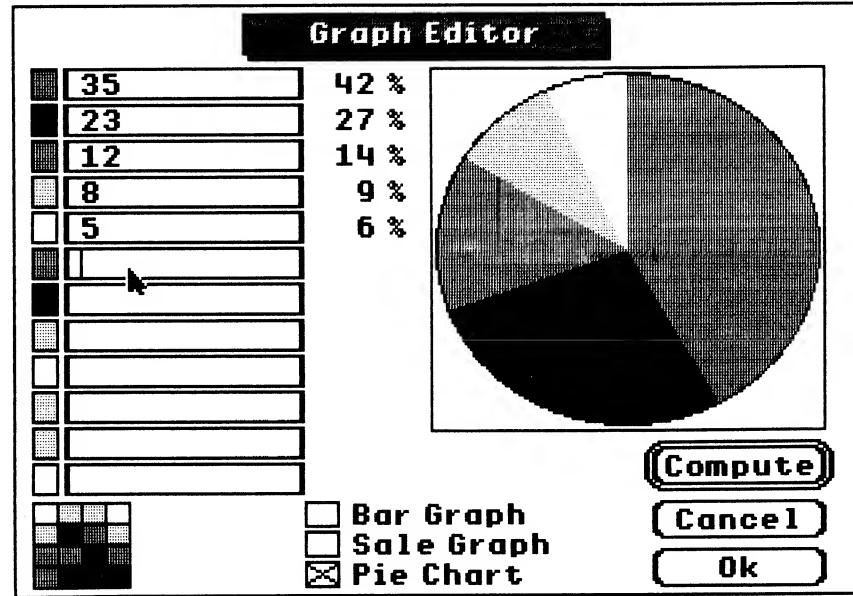


Sale Graph

This option is used in the same way as Bar Graph. When the Graph Entry Window appears, you can enter up to 12 numbers and ShowOff will draw a sale or line graph for you.

Pie Chart

Selecting Pie Chart will allow you to use the same procedure as for bar graphs and sale graphs. ShowOff will draw a pie chart using your values.



Note: If you have created a graph and you would like to see how the other types of graph would look, you can click on the existing graph, and select another type of graph in the Goodies menu. The Graph Editor will be displayed, and a new graph will be drawn using the same numbers.

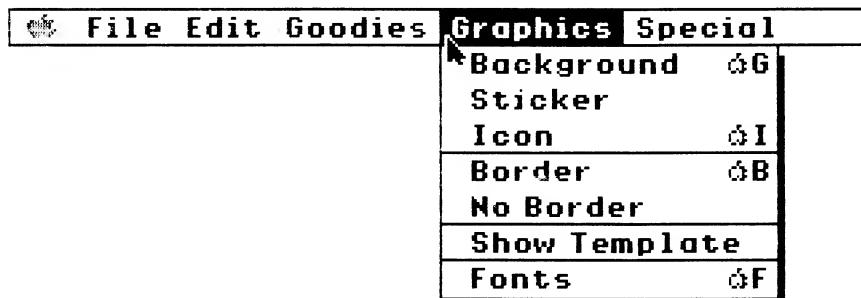
Shadow

Clicking on this option allows you to turn shadowing of selected filled shapes and graphs on or off.

Auto-Numbering

If you select this option and turn Auto-Numbering on, the frame number for each frame will be displayed as part of the screen. The frame number is an object, and can be manipulated like any other object. When Auto-Numbering is turned off, frame numbers will not be displayed.

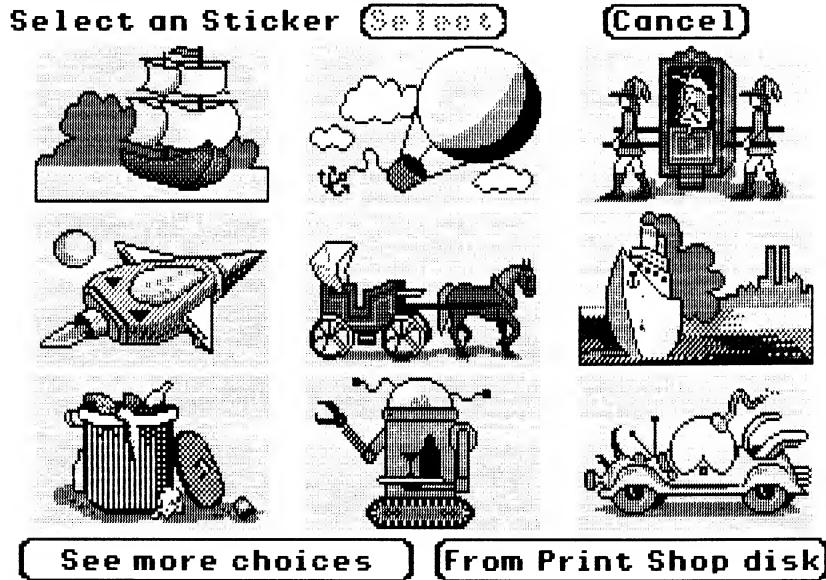
THE GRAPHICS MENU

**Background**

This option allows you to select the color for the background of your frame. A dialog box will appear with the 16 color selections available. Just click on the one you want to use then click on "OK". This option can also be activated by pressing "⌘G" on the keyboard.

Sticker

Clicking on this option will display the Sticker Selection Window. Click on any sticker to select it. Clicking on Select (or double-clicking with the mouse) will take the selected sticker and return to the Frame Editor. If you click on Other, a dialog box will appear allowing you to import stickers from any library disk of Print Shop compatible graphics. Just select the graphic you want and click on Select. If you click on the box labeled "From Print Shop", ShowOff will display the graphics from your Print Shop program disk in groups of eight for your selection. If you decide not to select any stickers, Cancel will return you to the Frame Editor.

**Icon**

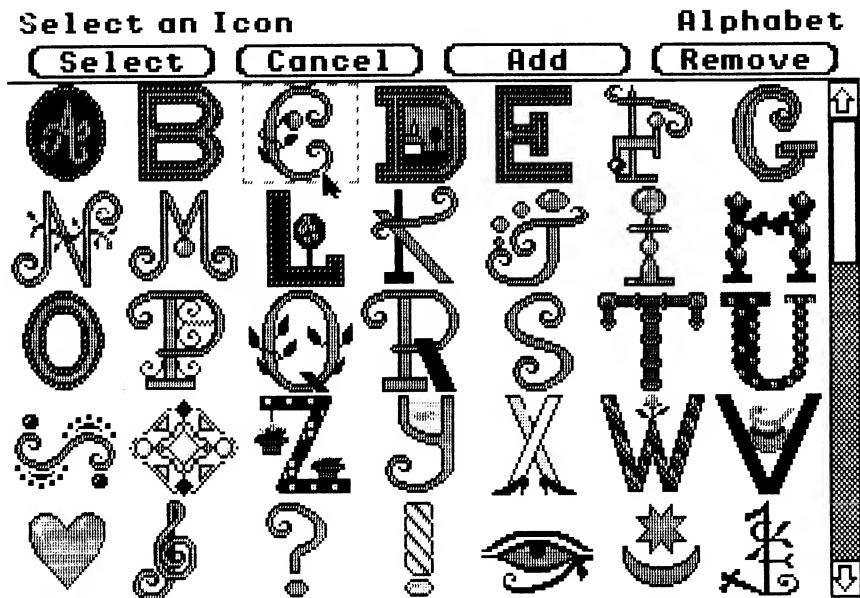
ShowOff provides more than 380 different icons to illustrate your presentations, and if you want more, you can also design your own. (See Section 3: THE ICON EDITOR.) To select an icon from the library included with ShowOff, just select Icon from the Graphics Menu and the Icon Selection Window will appear. Note that the name of the current Icon Library page appears in the upper right corner of the screen. You can use the scroll bar to view all the available icons. Select an icon by clicking on it. The Icon option can also be activated from the Toolbox or by pressing "⌘I" on the keyboard.

Select: When you click on “Select”, your chosen icons will be taken to the Frame Editor.

Add: Clicking on “Add” will allow you to load a new Icon Library file from a library disk. (Due to memory limitations, you can work with only 20 icon files at once.)

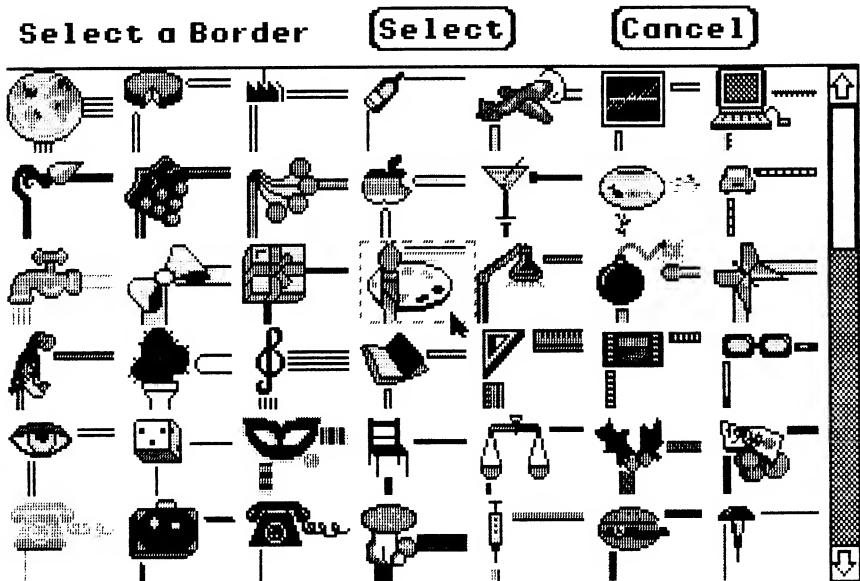
Remove: This option allows you to delete a page of icons from the current list. By doing so you will be able to create a personalized list of icon files and remove the ones you don’t want to use in your sequence.

Cancel: If you decide not to select any icons, Cancel will return you to the Frame Editor.



Border

ShowOff provides a library of 144 pre-designed borders to be used for giving a personal touch to your frames. Selecting BORDER in the Goodies Menu will display the following screen:



You can use the scroll bar to examine the available borders, and when you have found one you like, select it by clicking on it and on **Select**. It will become the border for your frame. If you decide not to select a border, **Cancel** will return you to the Frame Editor. This option can also be activated by pressing "CB" on the keyboard.

No Border

If you decide your frame looked better without a border, just select this option and the border will be removed from the screen.

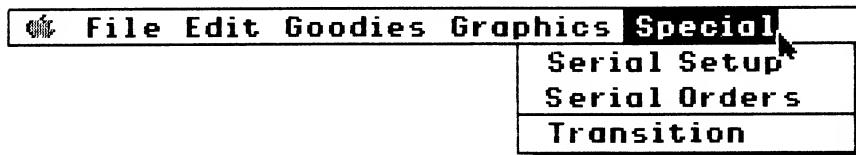
Hide Template

If you have created a template, this option allows you to create a frame that does not use the template established for your sequence. The frames before and after a frame where you have used this function will still show the template.

Font

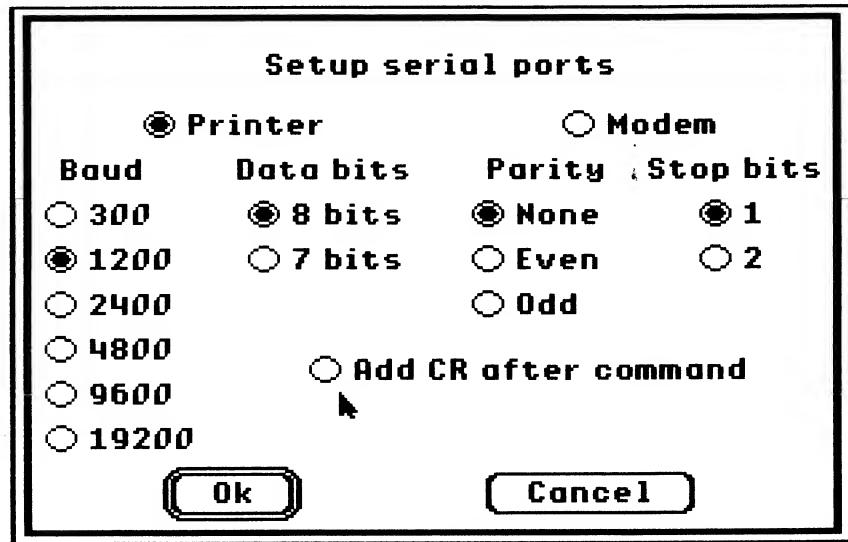
Clicking on Font will open a window which lists all of the fonts, sizes, and styles available for use with your typed text. Click on whatever features you would like to use, then click on "OK" to confirm your selection. If you don't want any of the sizes shown after you have selected a font, clicking on the "Other Sizes" box will allow you to enter a value and ShowOff will adjust the font to your chosen size.

THE SPECIAL MENU



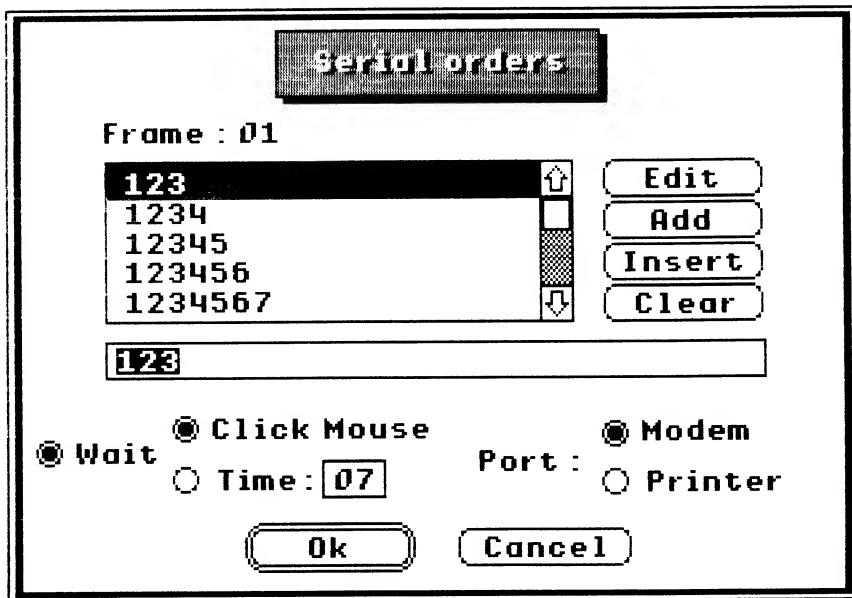
Serial Setup

When you select this option, a dialog box appears allowing you to set the communications parameters used by the serial port of your Apple IIgs. Consult the User Manual for the printer or other peripheral you will be using to determine the settings to choose.



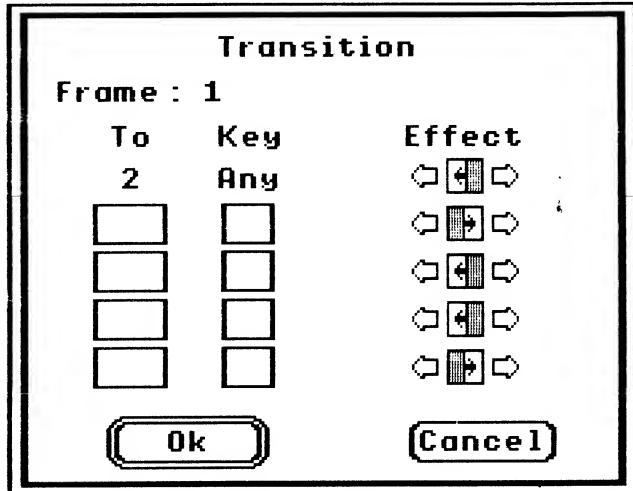
Serial Orders

If you are using a Carousel projector or other remote-controlled device with your Apple IIgs and ShowOff, this option opens a window where you can enter the commands you want that device to follow. Consult the User Manual for your machine to find the commands it understands. ShowOff will transmit any order through the serial port to the attached device.



Transitions

When you select Transitions, ShowOff's powerful transitions editor will appear. For each frame, you can designate up to five different transitions from ShowOff to use when leaving that frame in a show. Which transition is used is determined by the keypress you make while the frame is being shown. In the first column you can select the number of the frame in your sequence to be shown next. In the second column, enter the keypress that will cause that transition to be used. The third column allows you to choose the type of transition for ShowOff to use. The available effects are: fade to black, fade to white, scroll up, scroll down, scroll left, scroll right, and fade to next frame.



SELECTION & PRIORITIES

Multiple Selection

ShowOff allows you to put objects on top of each other, and to manipulate several objects at once. ShowOff's rules of selection and priority will affect how your frames appear. To select an object, point to it with the cursor and click the mouse button. A selected object is identified by small squares at the corners.

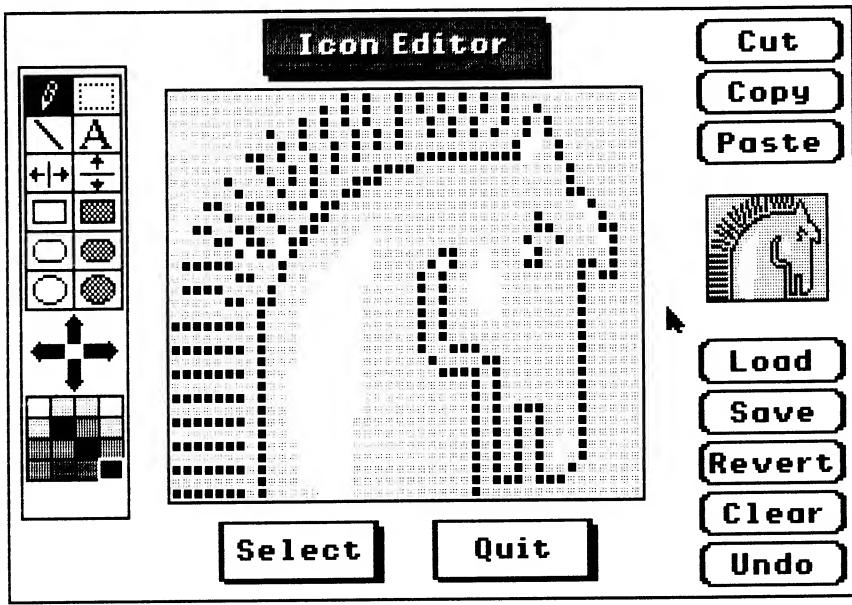
Object Priorities

You can select several objects at once by clicking the mouse button over an open space in the frame and dragging the mouse across the desired objects, releasing the button when all of the objects are completely enclosed by the selection rectangle. When you select several objects at once, your movements and commands will affect them all equally. Their relationships to each other will remain unchanged.

When objects in your frame overlap or when one object is directly on top of another, the object with the highest priority will appear to be in front. The background or template for a frame has the lowest priority and always appears in back. Next comes the border, followed by shapes and lines, graphs, icons and in front of everything text which will always appear in front. When objects with the same priority level overlap, the most recently selected one will appear in front. The chart below help to clarify the priority levels.

Always in back	Template, Background
Level 5	Border
Level 4	Shapes and lines
Level 3	Graphs
Level 2	Icons
Always in front	Text

When you select Icon from the Edit Menu of the Frame Editor, the Icon Editor screen will appear. Here you can modify any of the existing icons or create a new one from scratch.



The Icon Editor includes a Toolbox, several buttons, and two displays of the icon you are working on. The large window is the editing area where you will do your actual drawing. The smaller window shows the Icon actual size. Each icon is 39 pixels wide and 27 pixels high. Now let's look at the Toolbox.

Pencil



When you click on the Pencil you can draw in the large editing window. Each time you click and release the mouse button the little square at the point of your tool will be colored in the selected color. If you click and hold the mouse button while dragging the mouse around the editing window, you can draw freehand shapes.

Selection



Clicking on Selection will allow you to capture a portion of the icon in the window. Place the cursor at one corner of the area you want, click and drag the cursor across the area to the opposite corner, then release the mouse button. Several of the other features of the Icon Editor will operate on the selected part of the icon or on the entire editing window when there is no selected area.

Lines



Clicking on Lines will let you draw straight lines in your icon. Place the cursor where you want one end of the line, click the mouse button, move the cursor to where you want the other end, and click again. You can adjust the location of this end point while you hold the mouse button. The line will be set when you release the button. ShowOff will draw a straight line for you.

Text



If you select Text, you will be able to type letters on your keyboard and have them appear in your icon.

Flip Vertical



Clicking on Flip Vertical will flip your icon around a vertical axis, exchanging left for right. If you have selected a part of the icon, only the selected area will be flipped.

Flip Horizontal



Clicking on Flip Horizontal will flip your icon around a horizontal axis, exchanging the top and bottom. If you have selected a part of the icon, only the selected area will be flipped.

Hollow Shapes

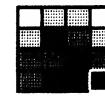
Selecting any of the hollow shapes at the left of the Toolbox will allow you to draw the shape in your icon. Place the cursor where you want one corner of the shape, click and drag the mouse to set the size and proportions of the shape.

Filled Shapes

Selecting any of the filled shapes at the right of the Toolbox will let you draw the shape in your icon. Draw the shape the same way you draw the hollow shapes. If you double click on the filled shape icon, a dialog box will appear allowing you to select the border and fill colors for the shape.

Move Pixel by Pixel

You can scroll your entire icon in any of the four directions, one pixel at a time, by clicking on the arrow pointing in that direction. If you have selected a part of the icon, you can scroll that part.

Colors

You can choose the color for your lines, shapes, or pencil by clicking on any of the 16 available colors. Holding the Option key while selecting a color will change the border color of a selected filled shape.

BUTTONS

Now let's take a look at the operation of the Buttons along the right side of the Editor screen.

Cut

After using the selection box, if you select the Cut button, you will remove the selected portion of your icon from the editing window. Don't worry, the material is not totally lost, the program keeps it in memory until you use this function (or the Copy function) again.

Copy

When you select the Copy button, you can make a copy in memory of the selected part of the icon. You use this option the same way you use Cut, except the copied area is not removed from the editing window.

Paste

Clicking on Paste will paste whatever was Cut or Copied most recently into the editing window at the current cursor location.

Load

Clicking on Load will cause the Icon Selection Window to be displayed. In the Icon Selection Window, you can select an icon to edit. For a detailed description of the features of the Icon Selection Window, refer to Section 2: The Frame Editor.

Save

When you click on Save, you will be able to save your icon to a User Icon File on disk. Each User Icon File can hold 35 icons. To create a User Icon File, click on New, and a dialog box will appear, allowing you to choose a name for the new file. Then a blank screen will appear, just click on the spot you want your icon to be put. Then click on OK.

Revert

Selecting Revert will restore the original version of an icon you have been modifying. This option will only work with an icon that has been loaded from the Icon Selection Window.

Clear

Selecting Clear will clear the Icon Editor's work area and give you a blank slate to work on.

Undo

Clicking on Undo will always restore your icon to the way it was before the last operation.

Select

Clicking on Select will allow you to return to the Frame Editor with the changes to your icon. However, the changes will not be saved to disk.

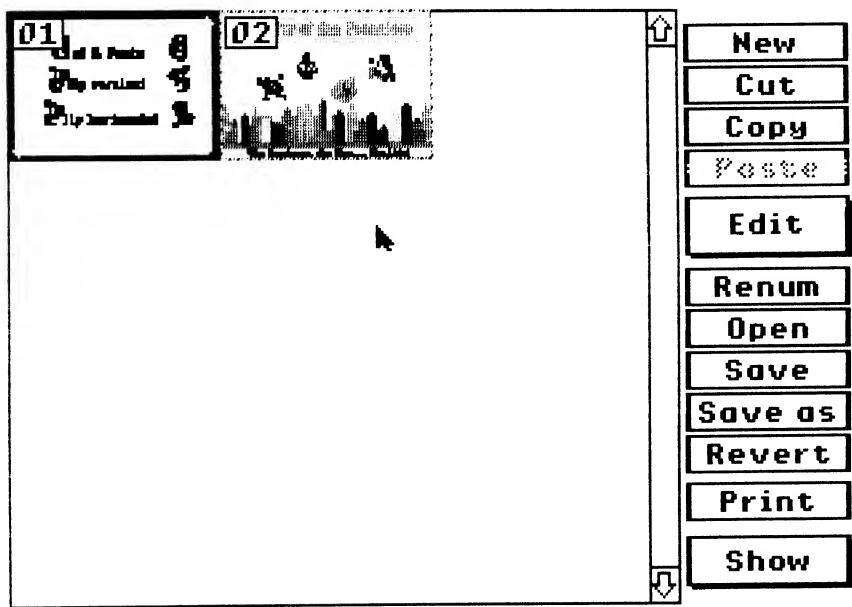
Quit

Clicking on Quit will return you to the Frame Editor. If you have not saved the icon you have been editing, a dialog box will appear asking if you want to abandon it.

When you select Sequence in the Edit Menu of the Frame Editor, the Sequence Editor window will appear. Using the Sequence Editor, you can rearrange the order of your frames, cut or copy whole frames, run a slide show of your sequence, or create an Autorun disk so that friends and associates can see your show.

Using the Sequence Editor

The Sequence Editor window displays up to twelve frames on the left side of the screen. You can select any frame simply by pointing to it with the cursor and pressing the mouse button. If there are more than twelve frames in your sequence, you can move through them by using the scroll bar at the right of the frame display. Along the right edge of the screen are the functions of the Sequence Editor.



New

Selecting New will insert a new blank frame after the selected frame.

Cut

Clicking on Cut will remove the selected frame from your sequence and renumber the remaining frames. This option can also be selected by typing “**⌘X**”.

Copy

Clicking on Copy will make a copy of the selected frame in memory so that identical frames can be inserted into your sequence. This option can also be selected by typing “**⌘C**”.

Paste

Clicking on Paste will insert the most recently cut or copied frame into the sequence. This option can also be selected by typing “**⌘V**”.

Edit

If you select a frame and then click on Edit, you will be returned to the Frame Editor with the selected frame on screen ready for you to make changes.

Renum

When you select Renum, which stands for Renumber, the frame numbers will be cleared. By selecting one frame after another you can establish a new order for your sequence. Click on “**DONE**” when you have finished arranging your frames to set the new numbering.

Open

Selecting Open will allow you to load a previously created sequence from disk. A dialog box will appear displaying the name of your disk and all of the sequences it contains. Select the sequence you wish to edit and click on “**Open**” to confirm your selection. This option can also be selected by typing “**⌘O**”.

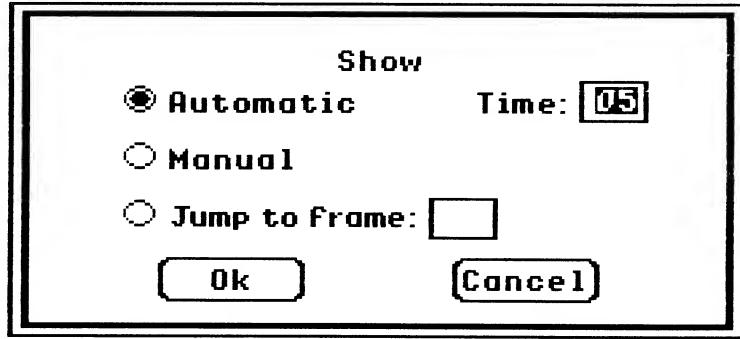
Save Selecting Save will save the sequence you have been editing to disk. This option can also be selected by typing “**GS**”.

Save As: Clicking on Save As: will allow you to save your sequence under a new name. A dialog box will appear displaying the name of the disk and all of the sequences it contains. Just type the new name you want to use and click on Save or press Return.

Revert If you decide that the changes you have made in a sequence are not what you wanted, clicking on revert will restore the sequence to its original state. This function will only work if the sequence has previously been saved.

Print Selecting Print will display the Print Dialog Box where you may select from several printing options. This function is more fully described under the File Menu in Section 2 of this manual, “The Frame Editor”. This option can also be selected by typing “**GP**”.

Show When you click on Show, the Show Window will be displayed. In the Show Window you will have several choices available for displaying your finished sequence.



Display all Frames in Order

Selecting this option will show the frames of your sequence in the order you have arranged them. You will be able to modify the show by using the following options:

Automatic When ShowOff runs in Automatic mode, each frame will be displayed for the same length of time. After clicking on Automatic, type the number of seconds you want each frame to be on screen.

Manual When Manual is selected ShowOff will continue to display each frame until you press a key on the keyboard to request the next frame. Pressing the right arrow on the keyboard or clicking the mouse button near the right edge of the screen will move to the next frame in the sequence. Pressing the left arrow or clicking near the left edge of the screen will move to the previous frame.

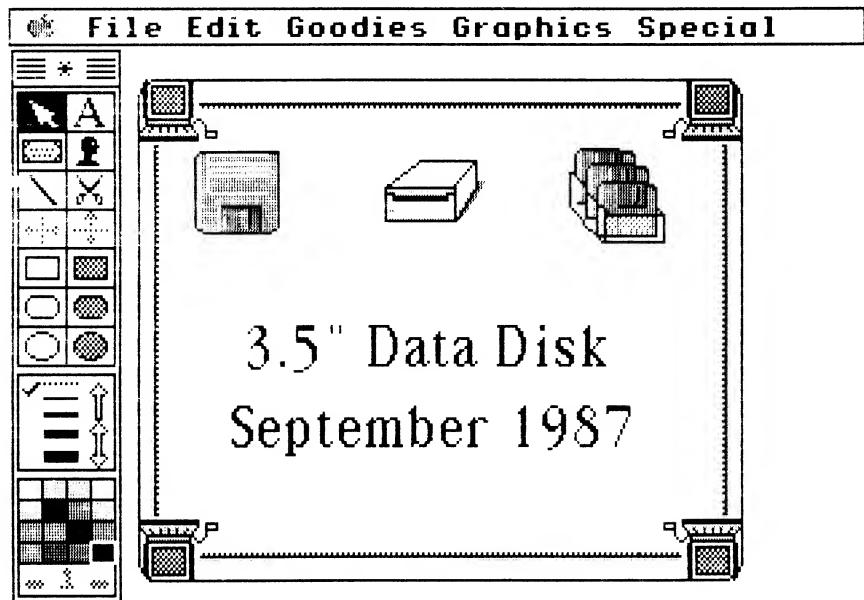
Jump Clicking on Jump will allow you to go directly to any frame you choose. Just type the frame number where you want to begin.

Note: At any time during the show, whether in ShowOff or using the Autorun disk, you can press the ESC key which will stop the show and allow you to change the Show options.

Create an Autorun Disk

ShowOff makes it easy for you to create an Autorun disk that you share with your friends and associates. The Slide Show Disk included with ShowOff contains all the run-time routines needed for a show. It is not copy protected, so you can make as many copies of it as you wish. To make an Autorun disk, simply place the Slide Show Disk or a copy of it in your disk drive, and select the “Save as” option in the File menu of the Frame or Sequence Editor. You can also create an Autorun disk from ProDos by copying the files used by your sequence onto a Slide Show Disk. The necessary files will all have names beginning with your sequence name, but they will have a variety of different extensions.

When you select Label in the Edit Menu, the Label Editor screen will be displayed. The Label Editor provides all the graphic and text features of the Frame Editor for use in making custom labels for your data disks and Autorun show disks. When you have designed your label, you can print it one quarter of the screen size (about 2 $\frac{3}{4}$ " by 2 $\frac{1}{2}$ ") and attach it to your diskette.



THE TOOLBOX

The Toolbox in the Label Editor is the same as the Toolbox in the Frame Editor except that it does not display the frame number or provide the Previous Frame/Next Frame arrows at the bottom. All the other tools will perform in their usual way.

THE FILE MENU

The File Menu in the Label Editor provides most of the same functions as the File Menu in the Frame Editor, except for the **Print** feature. This option does not provide the variety of choices available from Print in the Frame Editor. Selecting Print will print the label $\frac{1}{4}$ the size of the screen image.

THE EDIT MENU

The Edit Menu in the Label Editor provides most of the features of the Edit Menu in the Frame Editor, except for the **Template**, **Sequence**, and **Next Frame** functions that are not available. Notice that they appear in grey.

THE GOODIES MENU

Except for the **Auto Numbering** feature, The Goodies Menu in the Label Editor provides most of the same functions as in the Frame Editor, except. Notice that this feature appears in grey in the menu.

THE GRAPHICS MENU

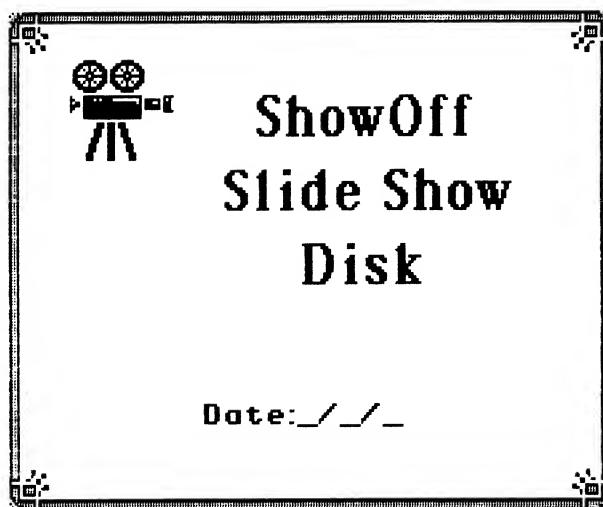
Except for the **Show Template** option, the Graphics Menu in the Label Editor provides most of the same functions as in the Frame Editor. 5.

MAKING A LABEL

The procedure for making a label exactly parallels the procedure for making a frame. To see the features of the Label Editor, let's make a label for your ShowOff data disk. With ShowOff running and the Frame Editor on the screen, pull down the Edit Menu and select Label to enter the Label Editor. Next, pull down the File Menu and click on New. When the File Selection Window appears, type in a name for this label that will clearly identify it for you.

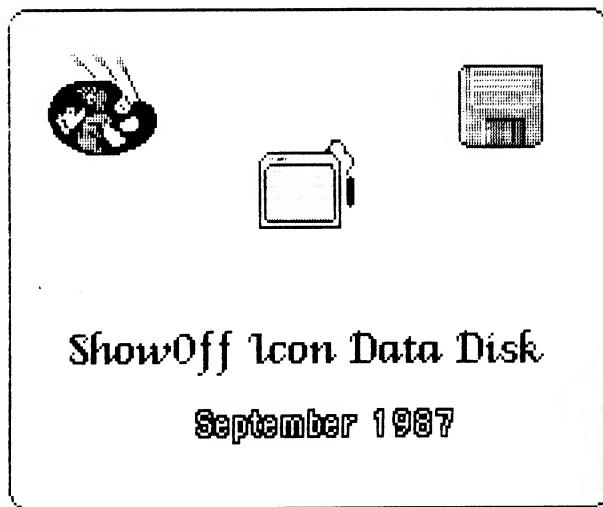
Now you are ready to begin designing your label. Begin by selecting Border from the Graphics Menu. When the Border Selection Window appears, select a border that you would like to use. Back in the Label Editor, select Icon from the Graphics Menu. Locate the icon of a movie camera and select it. Move it to the upper left corner of the label.

Next click on Text in the Toolbox, and use the Font Menu to select "New York", "Bold", and "18 Point". Now type "ShowOff" and "Slide Show Disk" in your label. Using the Font Menu, change from "Bold" to "Normal Text" and from "18 Point" to "8 Point". Next type "Date: _/_/_" in your label. Drag the four objects around the screen until your label looks balanced and attractive. Use "Save" to store your label on disk for future use, then select "Print" and you will have your first label.

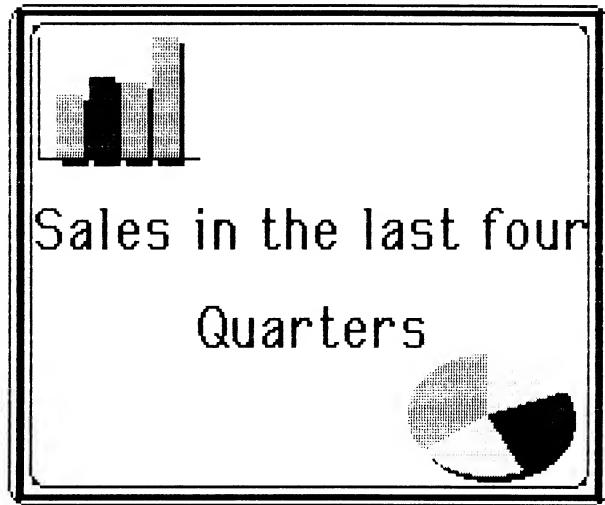


EXAMPLES

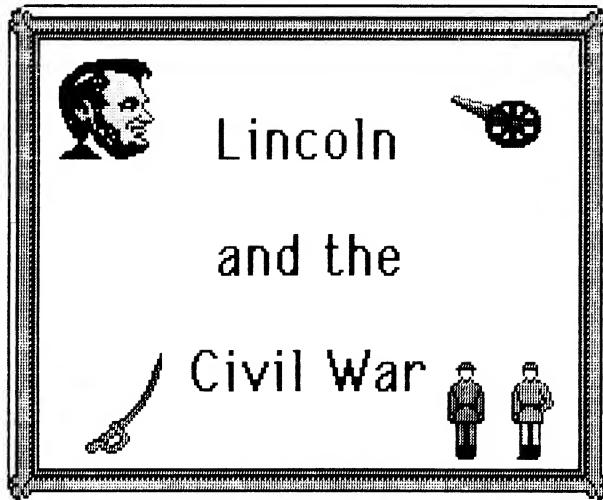
Here are some examples of other labels you might want to use. Of course, you can create almost any label you can imagine with ShowOff.



This label could be used for a disk containing all your personnal icons or for a library of graphics done with a Paint program.



In this label, a Sales Graph has been combined with a businesslike border and font to maintain the professional style of the business presentation on the disk. This type of label could be used for any disk containing business information.



Here is a label a student might use for a research report at school. With ShowOff, oral reports can become interesting, stimulating audio-visual sessions.

ShowOff is designed to unleash your creativity. Possible uses for your frames and sequences can be found anywhere from the nursery room to the schoolroom to the boardroom. Here are a few suggestions to start your imagination working.

Q & A

Using ShowOff, you will be able to display a series of questions for an audience, and then reveal the hidden answers.

Science Quiz #4

1) Who Discovered DNA ?

 a Crick.....English 
 b Watson...USA
 c Wilkins..English
 d All of the above

Answer..... 

Text can be hidden by putting it into the template and covering it with a filled shape, or by giving it the same color as the background (or as a filled shape behind it).

Science Quiz #4

1) Who Discovered DNA ?

 a Crick.....English 
 b Watson...USA
 c Wilkins..English
 d All of the above

Answer..... **d** 

MORE Q & A

Using the very powerful **Transition** function of ShowOff (See the Special Menu in Chapter 2), you will be able to create an interactive slide show, where your audience can immediately get the result of the choice she made.

History 1A

1. Which President is known as the father of our country?

a) Abe Lincoln
b) Thomas Jefferson
c) George Washington

Press the appropriate letter on the keyboard for the correct answer

Quiz #2

After selecting choice "a" or choice "b", the following screen will be displayed:

History 1A

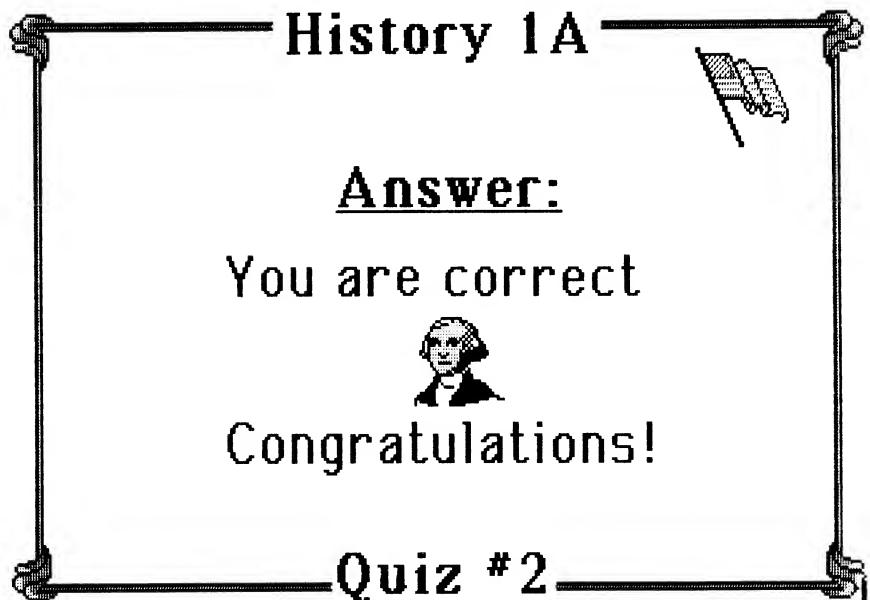
Answer:

Your choice was not correct

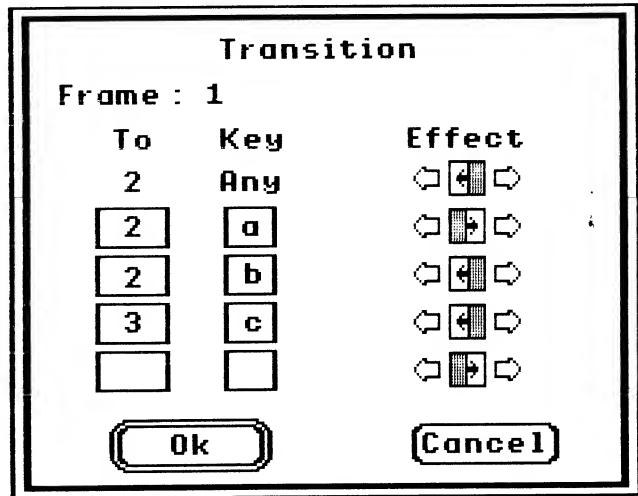
Please try again

Quiz #2

If your audience select “c” (the right answer), your computer will then display the following screen:



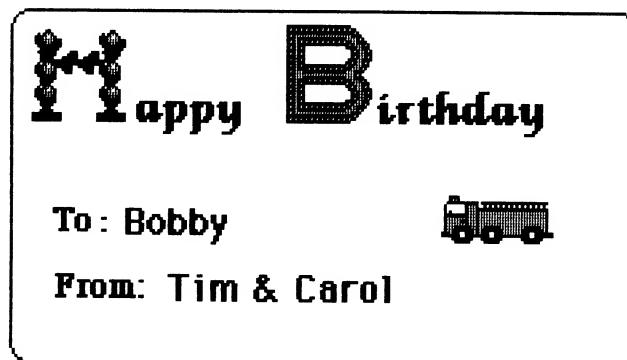
This amazing result can be obtained by simply introducing the following commands in the transition window of the first frame (the one with the questions):



6.

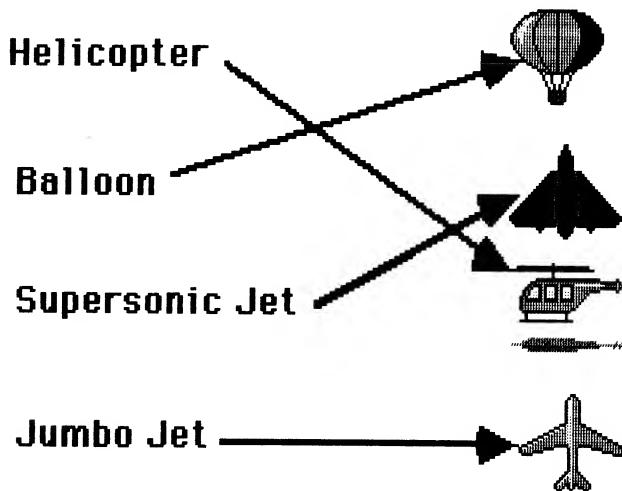
GIFT TAG

You can use the power of ShowOff's label editor to create unusual, personalized gift tags for any occasion.



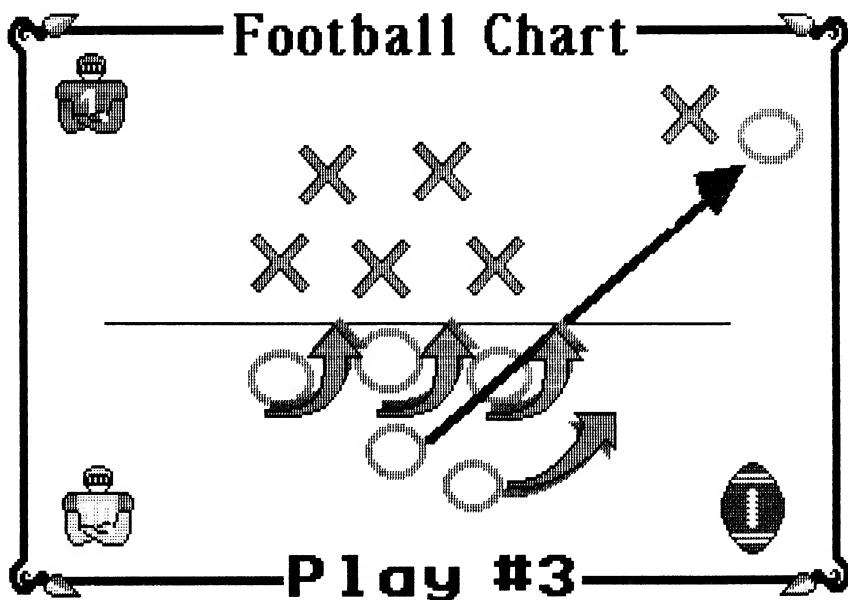
Using the Arrows

When there are a number of objects in the frame, you can direct the audience's attention where you want it by using arrows as pointers. Remember, the arrows, like any object, can be moved around the screen or redirected at any time.

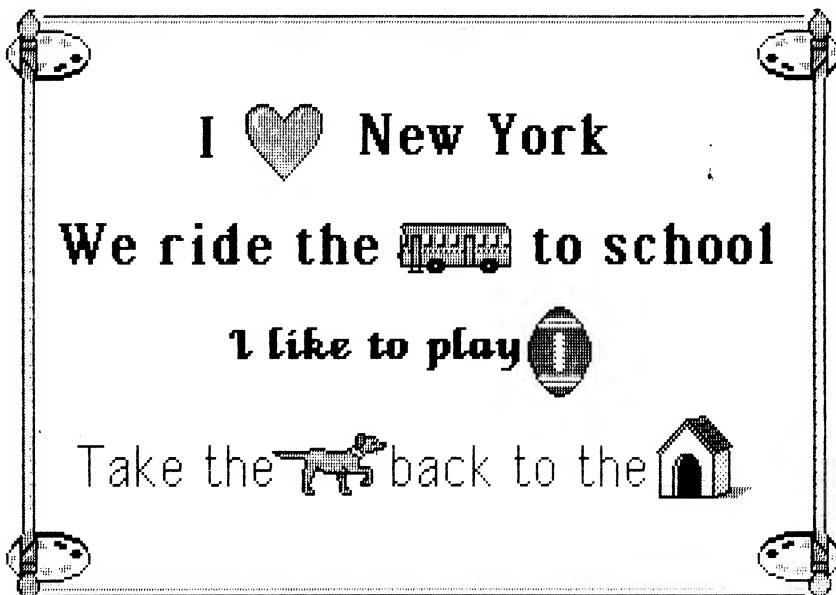


Football Coaching

The football coach could teach the team new plays using diagrams like this and ShowOff. The icons representing players can be moved around on the screen while team members watch. Arrows can show running patterns.

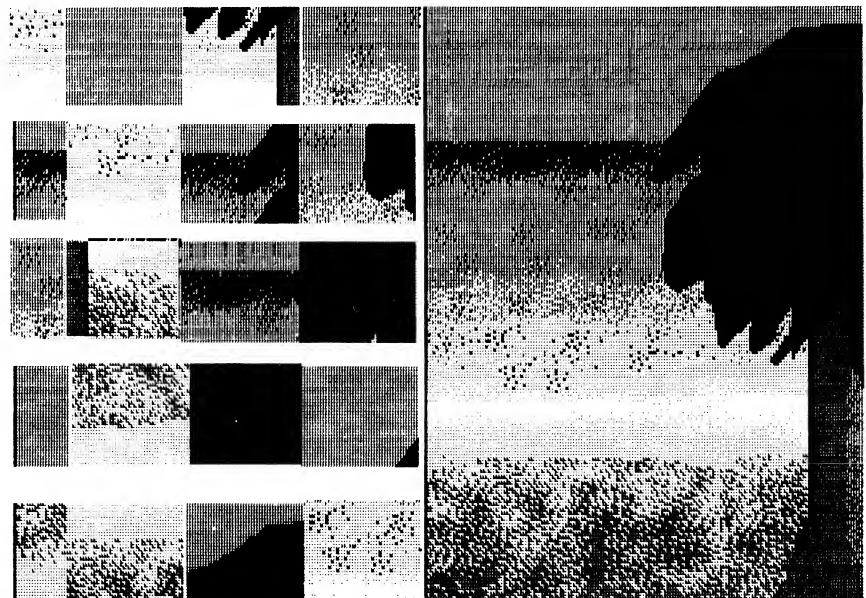
**REBUS**

You can create amusing rebus or illustrated sentences by substituting ShowOff's icons for words.



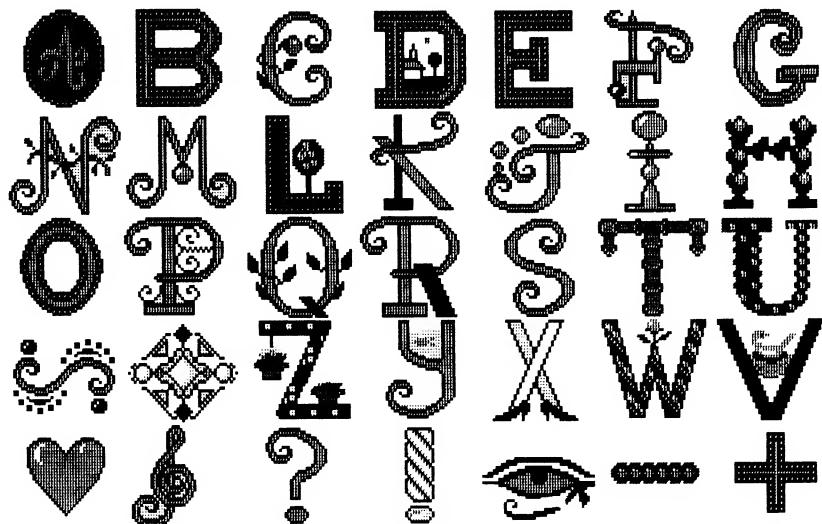
PUZZLES

By using ShowOff's ability to import full-page pictures into the icon library then scattering the pieces around a frame, you can create challenging picture puzzles. To do that, select **Icon** in the Graphics Menu, then choose **Add**, and instead of loading a standard icon file, select a picture. You will now be able to take parts of the image and put them on the screen, as you would usually do with icons. (If you want your puzzle to be really difficult, use the **Flip Vertical** , and **Flip Horizontal** options).



ShowOff provides a library of over 380 icons for you to use. The next few pages give you a quick reference to all of them.

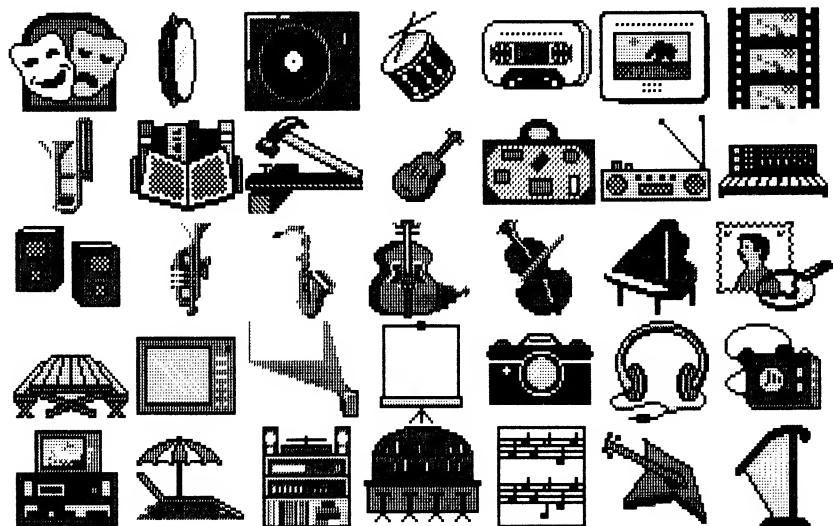
Alphabet



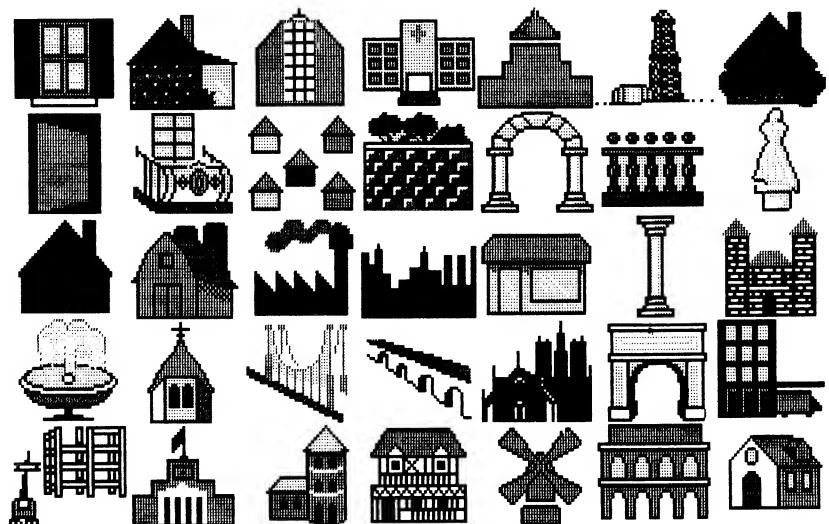
Animals



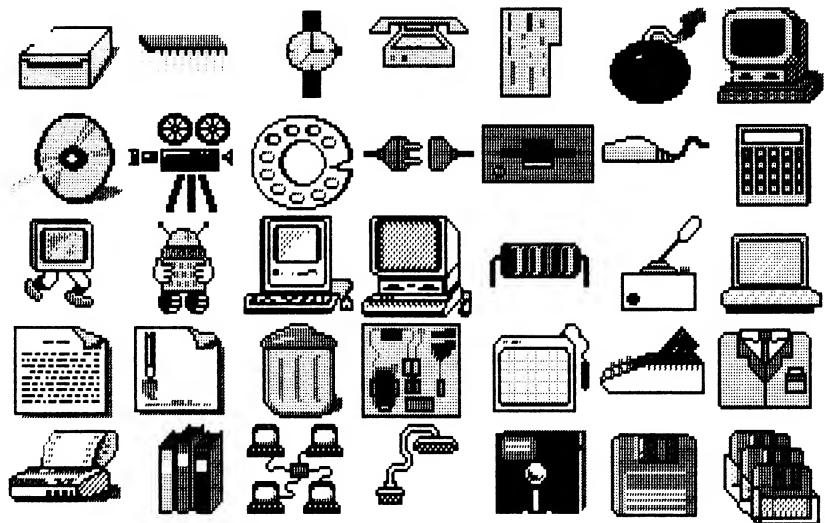
Activities



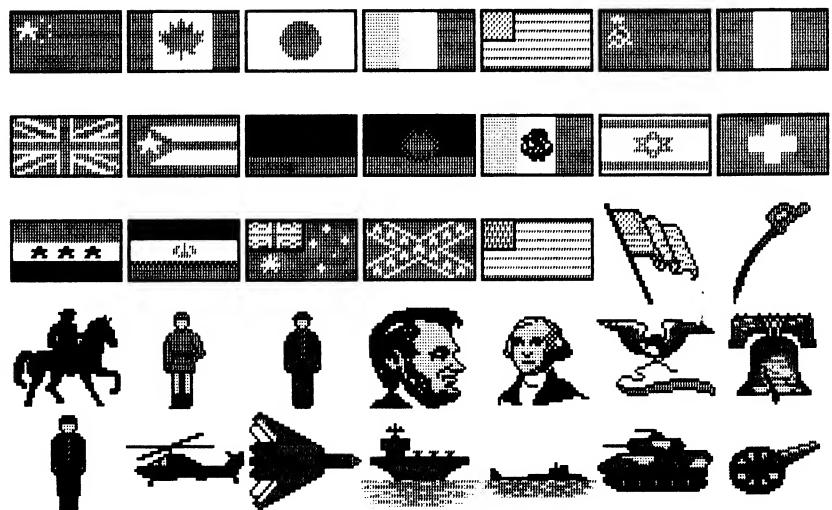
Buildings



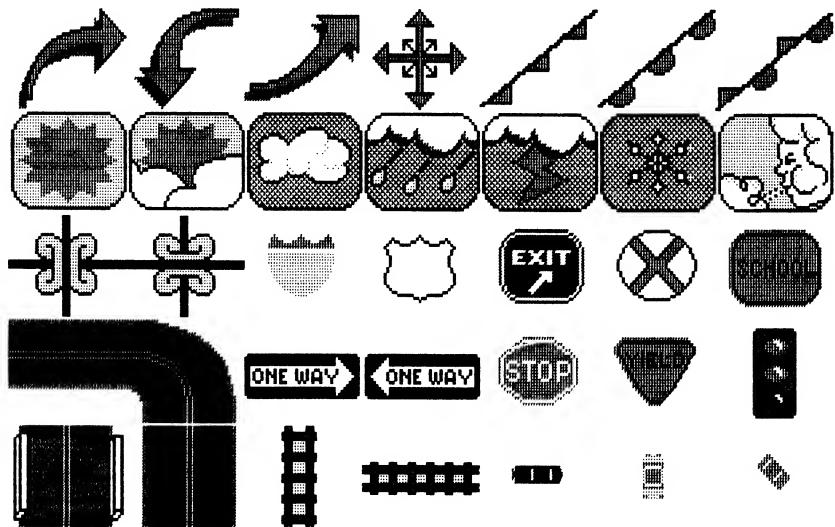
Computer



Flags



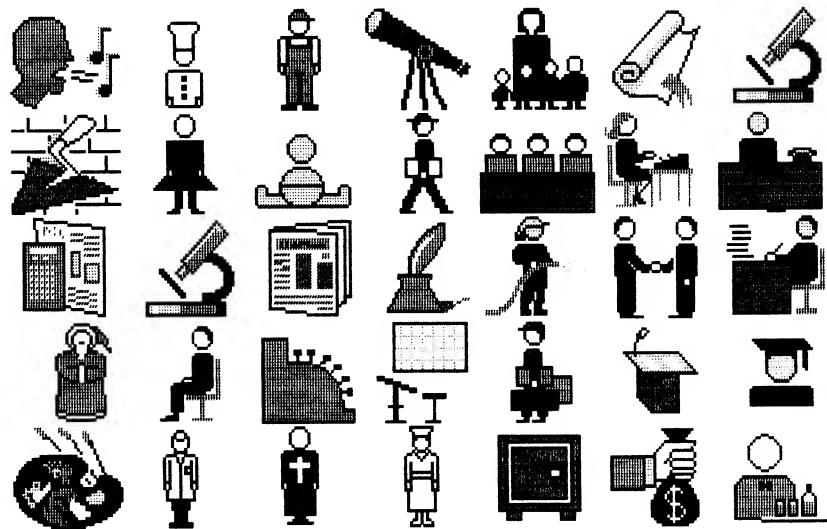
Maps



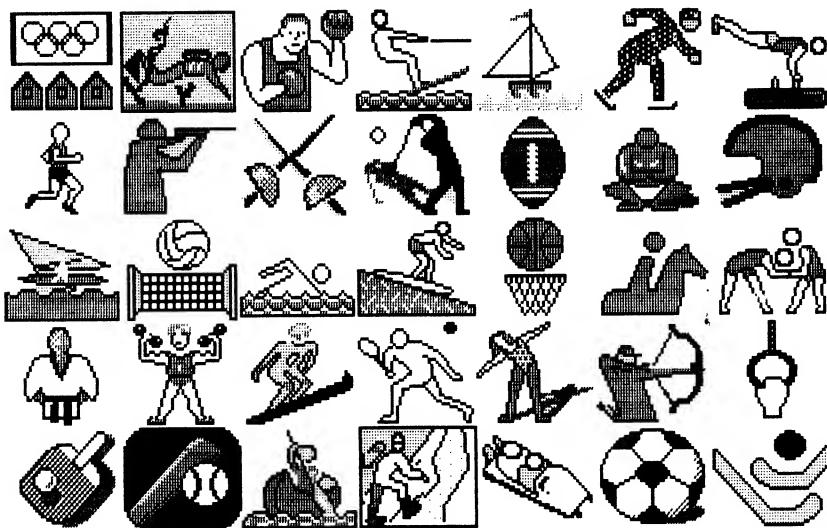
Nutrition



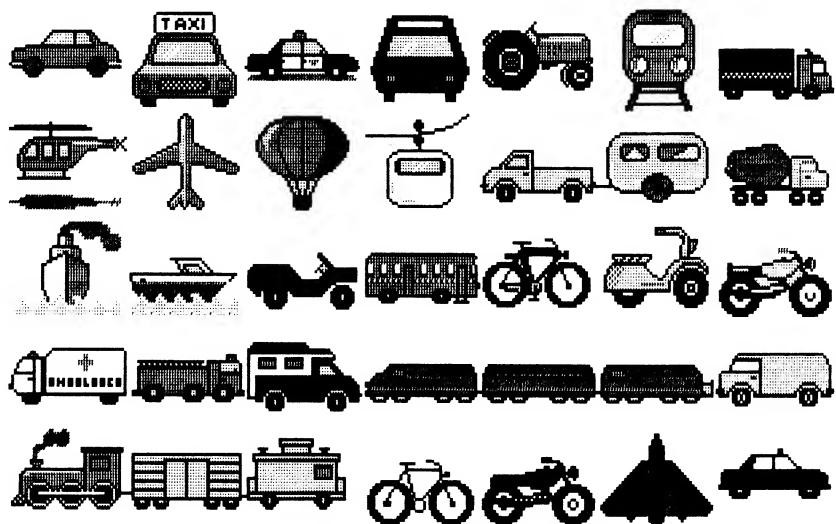
People



Sports

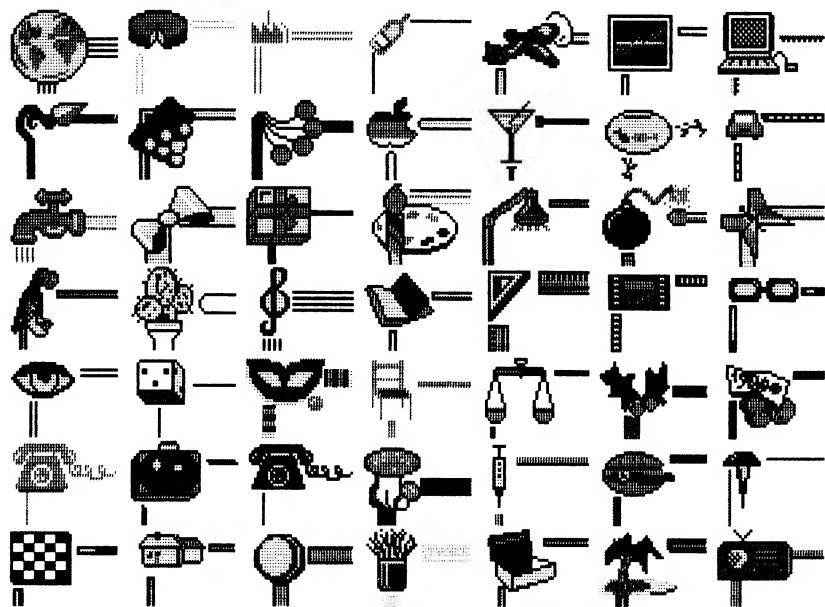


Transportation

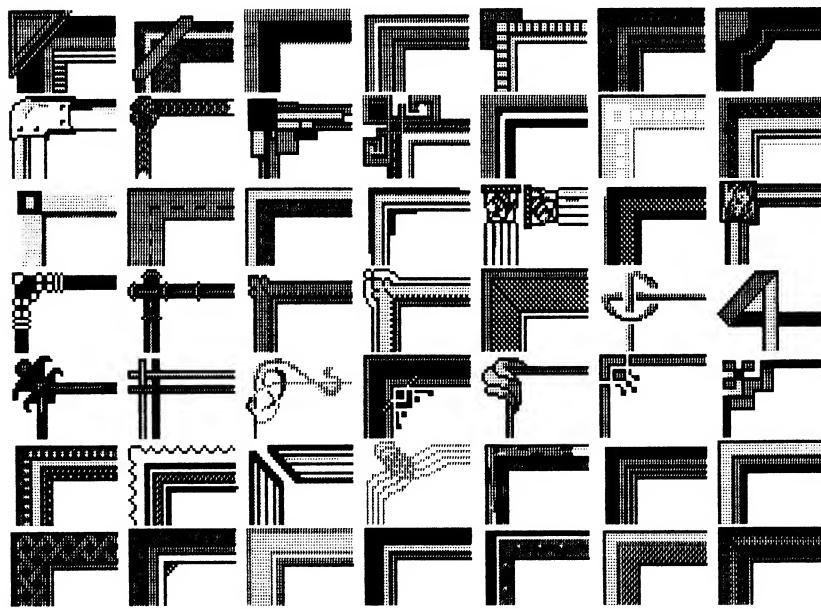


ShowOff provides 144 borders for your frames. The next two pages provide you with a quick reference to all of them.

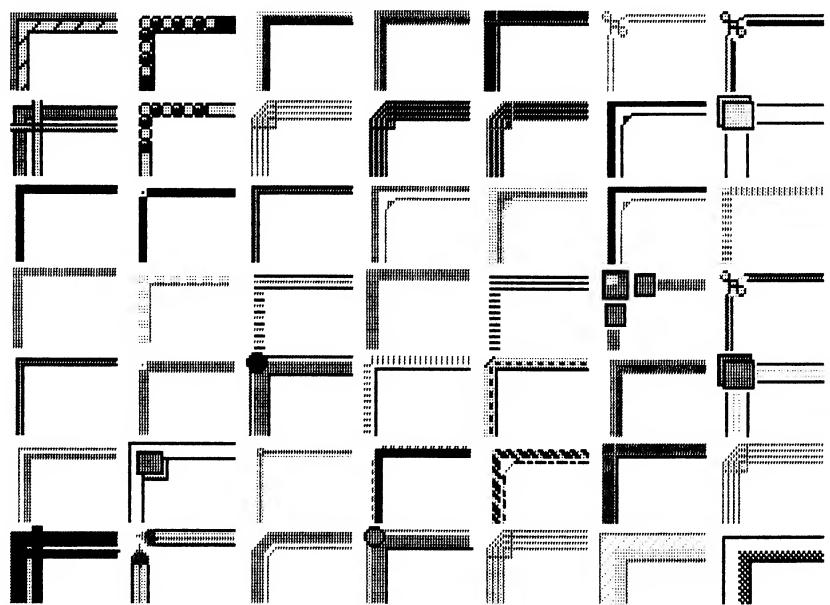
Borders #1



Borders #2



Borders #3



WARRANTY

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Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of ShowOff that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

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(In case we have a question about your order)

Product Name: **ShowOff**

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Credit Card Number

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Expires

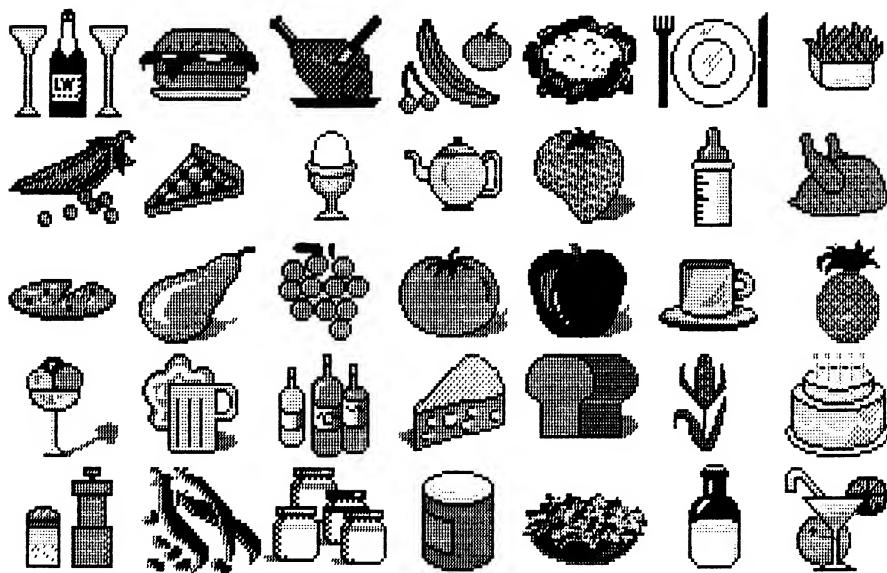
Signature (required for credit card orders)

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For more information about Brøderbund and our products, call us at (415) 492-3500.
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Nutrition



SERIAL ORDERS

If you plan to drive a serial device other than a printer and wish to perform special tasks, you will need to know the following information.

Select the “Serial Orders” option from the “Special” menu. The “Serial Orders” screen will appear. To enter ASCII codes, click on the edit line and type in the characters.

To enter ASCII codes that are not accessible through the keyboard (i.e. an Escape or Return), press the “CTRL-Q” keys simultaneously from the Serial Orders window. An Apple icon will appear in the selection box. Enter the decimal value of the code (for example — 27 for Esc) and press the “CTRL-Q” keys a second time. Repeat this procedure if more than one special character must be sent. When done, click on “Add” to save this information to the frame that is being worked on.

LASER PRINTING

If you are connected to a laser printer, you may use it to print your sequence. Before printing, the laser printer must be installed using the Apple IIGS system disk.

Thank you for purchasing ShowOff. This product has been designed to enhance your presentations, no matter what the topic. We are sure you will find using ShowOff entertaining, productive, and fun!

ShowOff Addendum

ICONS

To enhance the quality of presentations, we decided to make a few changes to the available icons pictured in "The Icon Library" located on pages 41 through 46 of the manual. The "Animals", "Buildings", and "Nutrition" screens contain the most substitutions. Therefore, please refer to the following when searching for available icons:

Animals



Buildings

